<table>
<thead>
<tr>
<th>Charm</th>
<th>Cost</th>
<th>Type</th>
<th>Duration</th>
<th>Effect</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st (Grace) Excellency</td>
<td>1m/die</td>
<td>Reflexive</td>
<td>Instant</td>
<td>Adds up to ((\text{Attribute} + \text{Ability})) bonus dice to a roll.</td>
<td>GM:154</td>
</tr>
<tr>
<td>2nd (Grace) Excellency</td>
<td>2m/succ.</td>
<td>Reflexive</td>
<td>Instant</td>
<td>Adds up to ((\text{Attribute} + \text{Ability})/2) successes to a roll.</td>
<td>GM:154</td>
</tr>
<tr>
<td>3rd (Grace) Excellency</td>
<td>4m</td>
<td>Reflexive</td>
<td>Instant</td>
<td>Allows a re-roll of a failed shaping action.</td>
<td>GM:155</td>
</tr>
</tbody>
</table>

### Excellencies

1. **Oath:**
   - **1st:**
   - **2nd:**
   - **3rd:**

2. **Oath:**
   - **1st:**
   - **2nd:**
   - **3rd:**

3. **Oath:**
   - **1st:**
   - **2nd:**
   - **3rd:**

4. **Oath:**
   - **1st:**
   - **2nd:**
   - **3rd:**

5. **Oath:**
   - **1st:**
   - **2nd:**
   - **3rd:**

6. **Oath:**
   - **1st:**
   - **2nd:**
   - **3rd:**

7. **Oath:**
   - **1st:**
   - **2nd:**
   - **3rd:**

### Oaths

- **Pool:**
  - **Oath:**
  - **Oath:**
  - **Oath:**
  - **Oath:**
  - **Oath:**
  - **Oath:**
### Combat

#### OX-BODY TECHNIQUE

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#### HEALTH LEVELS

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<th>-1</th>
<th>-2</th>
<th>-4</th>
<th>1</th>
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</table>

#### TEMPORARY HEALTH

#### HEALING TIME

<table>
<thead>
<tr>
<th>Bashing: 1 per 3 hours</th>
<th>Lethal: 0: 6 hours</th>
<th>-1: 2 days</th>
<th>-2: 4 days</th>
<th>-4 &amp; Incap: 1 week</th>
</tr>
</thead>
</table>

#### ACCURACY

<table>
<thead>
<tr>
<th>Archery</th>
<th>Martial Arts</th>
<th>Melee</th>
<th>Thrown</th>
</tr>
</thead>
</table>

#### DAMAGE

<table>
<thead>
<tr>
<th>Strength</th>
<th>Bonus</th>
<th>Total</th>
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#### MOVEMENT

<table>
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<tr>
<th>Walk</th>
<th>Vertical Jump</th>
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#### COMMON ACTIONS

<table>
<thead>
<tr>
<th>Soak</th>
<th>Knockdown &amp; Stun</th>
<th>Injuries</th>
</tr>
</thead>
</table>

#### COMMON ACTIONS

<table>
<thead>
<tr>
<th>Attack</th>
<th>Speed</th>
<th>Accuracy</th>
<th>Damage</th>
<th>Defense</th>
<th>Rate</th>
<th>Range</th>
<th>Tags</th>
</tr>
</thead>
</table>

#### JOIN BATTLE

#### TAG KEY

2: Two-handed  
B: Bow type  
C: Clinch enhancer  
D: Disarming  
F: Flame type  
L: Lance type  
M: Martial Arts  
N: Natural  
O: Overwhelming  
P: Piercing  
Q: Reach  
S: Single shot  
T: Thrown  
Th: Thrust

#### DODGE DV

<table>
<thead>
<tr>
<th>Dodge</th>
<th>Bonus</th>
<th>Total</th>
</tr>
</thead>
</table>

(Dexterity + Dodge + Essence) / 2

#### PARRY DV

<table>
<thead>
<tr>
<th>Parry</th>
<th>Bonus</th>
<th>Total</th>
</tr>
</thead>
</table>

(Dexterity + combat Ability + weapon bonus) / 2

#### ACTION PENALTY

#### Onslaught Penalty

#### Other Penalties

Boxes represent internal penalties

#### Knockdown & Stun

#### Injuries

#### Bleeding

Unsoakable 1L damage every (Stamina) minutes

#### Infected

Virulence:  
Untreated:  
Treated:  
Difficulty:  
2 Virulence for Exalted.

Morbidity does not increase, and throws off infection if Morb. is beaten.

---

*Found in Scroll of Errata, pages 8-9*  
Sheet created by Skari-dono  
emeraldsamurai.com
## Social Combat

### Motivation

### Intimacies

### Backing

### Languages

### Contacts

### Allies

## Charisma Manipulation

**Base Bonus Total**

<table>
<thead>
<tr>
<th>Attack</th>
<th>Speed</th>
<th>Honest</th>
<th>Deceitful</th>
<th>Rate</th>
<th>H Defense</th>
<th>D Defense</th>
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</thead>
<tbody>
<tr>
<td>Presence</td>
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<td></td>
<td></td>
<td>2</td>
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<tr>
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<td>1</td>
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<tr>
<td>Investigation</td>
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<td></td>
<td>2</td>
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</tbody>
</table>

## Mental DV

\[(\text{Willpower} + \text{Integrity} + \text{Essence}) / 2\]

### Join Debate

\[\text{Wits} + \text{Awareness}\]

## Organization

<table>
<thead>
<tr>
<th>Name</th>
<th>Information</th>
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</table>

## Notes

- Spd: Speed
- Acc: Accuracy
- Dmg: Damage
- Rate: Rate

## Language

<table>
<thead>
<tr>
<th>Health</th>
<th>Willpower</th>
<th>Abilities</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
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<td>0</td>
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Sheet created by Skari-dono
emeraldsamurai.com
<table>
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**Hearthstone Location**

- **At Ease**: Relaxed
  - +4/hour +8/hour
  - -50% in Shadowlands; +50% during Calibration

**Description:**

- Sheet created by Skari-dono
- emeraldsamurai.com
## Shaping Combat

### Ring

- **Heart DV**: \((\text{Willpower}/2) + \text{Dodge} + ((\text{Essence}/2; \text{if} \text{Essence} \geq 2))/2\)
- **Attnue Grace (6/None)**
- **Join Shaping Battle (Special/None)**
- **Journey (3/None)**
- **Ready Shaping Weapon (5/None)**

### Shaping Actions

- **Join Shaping Battle**

### Shaping Weapons

- **Cup**
- **Ring**
- **Staff**
- **Sword**

### Shaping Actions

- **Join Shaping Battle**

### Shaping Styles

- **Stunt Pool**

### Shaping Health Tracks

- **Cup Health Track**
  - **Manipulation**
  - **Total**
- **Ring Health Track**
  - **Intelligence**
  - **Total**
- **Staff Health Track**
  - **Intelligence**
  - **Total**
- **Sword Health Track**
  - **Stamina**
  - **Total**

### Shaping Soak

- **Cup Soak**
- **Ring Soak**
- **Staff Soak**
- **Sword Soak**

### Shaping Actions

- **Attnue Grace (6/None)**
- **Join Shaping Battle (Special/None)**
- **Journey (3/None)**
- **Ready Shaping Weapon (5/None)**