

EXALTED CHARM CARDS

including various official errata

Version 1.5

CARD LAYOUT:

Charm Name		
Type Duration	Exalt Icon	Trait Icon
Keywords		
Charm Text		
① = 1 Mote		
1w = 1 Willpower		
1b = 1 Bashing Health Level		
1l = 1 Lethal Health Level		
1a = 1 Aggravated Health Level		
Source, p. ###		
Trait: # / Essence: #		

EXALT ICONS:



Solar



Sidereal



Terrestrial

TRAIT ICONS:



Archery



Athletics
Strength



Awareness
Perception



Bureaucracy



Craft



Dodge
Dexterity



Integrity



Investigation
Wits



Larceny



Linguistics



Lore
Intelligence



Martial Arts



Medicine

MARTIAL ARTS ICONS:



Terrestrial Martial Arts



Celestial Martial Arts



Sidereal Martial Arts

CREDITS:

Project Organisation:

(in order of importance)

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- * Creg Emprey
- * Grey Hunter
- * James Neal
- * Kuhan / Blair
- * David J. Prokopetz
- * Resplendent Scorpion
- * Desverendi
- * Jamison Cooper-Leavitt
- * Lady Zest
- * Mike 'HertzaHaeon' Tilly
- * Paul 'Jontu Kontar' Adams
- * Urs Reupke
- * Richard Mines

EXAMPLE CARD:

First Archery Excellency		
Reflexive (Step 1 or 2) Instant		
Combo-OK		
① / die: Add one die per mote to a single roll. If defending, roll and add +1 DV per success.		
No Charm or combination of Charms may add more than [Attribute + Ability] dice to a single roll.		
Second Edition Core, p. 183		
Trait: 4 / Essence: 3		

WEBSITE:

Visit www.tricktonic.com, the website of Martin Nerurkar, for more Exalted game downloads such as Cheat and Character Sheets.

If you want to contribute to the project or if you want to report bugs, send an e-mail to Democritus[at-sign-goes-here]gmx.de. Please be sure to include [XML Charm Cards] in the subject of all e-mails you send to me.