EXALTED THIRD EDITION

NAME: _____ CASTE: _____ SUPERNAL: _____ LOR: _____ ○○○○○

PLAYER: _____ CONCEPT: _____ _____

ANIMA: _____ _____

QUICK-RULES - INTRODUCING A FACT

Once per scene a character with Lore 3+ and a relevant specialty or backstory can attempt to „know" something useful about Creation's history, geography, cultures, etc.

State the fact you would like to introduce to your Storyteller. If deemed admissible, roll (Intelligence + Lore) vs. a set difficulty.

On a success introduce the fact as in-game knowledge, allowing the plot to progress in some fashion or aid in another task.

QUICK-RULES - CHALLENGING A FACT

Similar to introducing a fact, a character with Lore 3+ or Lore 1+ and a relevant specialty can notice any information that rings false.

Anytime the Storyteller introduces suspect information within notice of a character with an approriate Lore rating, he can call for a reflexive (Intelligence + Lore) check to see if the character notices. One success leads to the knowledge that the information sounds wrong, but not why exactly.

If the character is able to, on that same roll, succeed with enough successes to clear the difficulty as if she were introducing a fact, the character can then not only know that the information is wrong, but in what fashion.

The Storyteller decides exactly what the character is able to discern and may waive the need to roll in appropriate circumstances.

RELEVANT CHARMS

☐ **HARMONIOUS ACADEMIC METHODOLOGY (PERMANENT)**
Add (Permanent Essence) in non-Charm automatic successes to any Lore roll involving a specialty. Add new Lore Specialty at end of each story. May request to add related topic to known topics when succeeding on moderately or extremely difficult roll to introduce / challenge a fact.

☐ **BOTTOMLESS WELLSPRING APPROACH (PERMANENT)**
Enhance a roll to introduce or challenge a fact, granting one automatic success and doubling all other successes.

☐ **LORE-INDUCING CONCENTRATION (COST: 3 MOTES / SUPPLEMENTAL)**
Supplement an attempt to introduce or challenge a fact, awarding one automatic success and rerolling 6s until the fail to appear.

☐ **CLOUD-WREATHED SCHOLAR (COST: 1 MOTE / REFLEXIVE)**
While pursuing the goals of her circle of someone you hold a major or defining Intimacy towards, use this Charm to introduce a fact, even if one was already established this scene.

☐ **HUNDRED SAGES FOCUS (COST: 6 MOTES / REFLEXIVE)**
Observe anything, name the Lore difficulty to introduce a fact about what you are observing and the Lore background needed in order to make that roll. Does not give knowledge you don't have, but lets you know where to start.

☐ **ALL-KNOWING ENLIGHTENED SOVEREIGN (COST: 7 MOTES, 1 willpower / SIMPLE)**
Use to attempt to challenge a Lore difficulty outside of your background you are unaware of. Become aware of the topic requires for the roll. Once per story, rechargable.

KNOWLEDGE FIELDS AND SPECIALTIES

FIELD/SPECIALTY	NAME	DETAILS (WHERE LEARNED)

LORE ABILITY: ○○○○○

INTELLIGENCE: ○○○○○