Exalted Extras Record Sheet

Weak Opponents (Militia, Hired Thugs, City Watch, Reserve and Levy Forces)

Base initiative 4, 4 dice in any relevant combat dice pools (attack, damage, soak, etc.)
Valor 2, Willpower 3
Generally armed with basic weapons and armor (chopping swords, short spears, light armor)

Health Levels

#	1	2	3	4	5	6	7	8	8	9	10	11	12	13	14	15	16	17	18	19	20
-1																					
-2																					
-3																					

Competent Troops (Trained Troops, Professional Legbreakers, City Guard, Seasoned Battlefield Troops, Lookshy Natives

Base initiative 5, 5 dice in any relevant combat dice pools (attack, damage, soak, etc.)
Valor 3, Willpower 4
Generally armed with fine weapons and armor (Short swords, poleaxes, spears, medium armor, light shields)

Health Levels

#	1	2	3	4	5	6	7	8	8	9	10	11	12	13	14	15	16	17	18	19	20
-1																					
-2																					
-3																					

Elite Opponents (Crack Troops, Professional Assassins, Praetorian Guard, Lookshy Regulars)

Base initiative 6, 6 dice in any relevant combat dice pools (attack, damage, soak, etc.)
Valor 4, Willpower 6
Generally armed with excellent weapons and armor (great swords, slashing swords, lances, heavy armor, heavy shields)

Health Levels

#	1	2	3	4	5	6	7	8	8	9	10	11	12	13	14	15	16	17	18	19	20
-1																					
-2																					
-3																					

Superior Opponents (Ninjas, Rangers, Battle-Hardened Tiger Warriors, Ashigaru, Gunzosha)

Base initiative 8, 8 dice to any relevant combat dice pools (attack, damage, soak, etc.)
Valor 5, Willpower 7
Normal health levels-not treated as extras for purposes of taking damage
Frequently lead by heroic mortal, God-Blooded or Exalted commanders
Generally armed with exceptional weapons and armor (fire lances, shock pikes, storm lances, Ashigaru or Gunzosha armor)

Health Levels

#	1	2	3	4	5	6	7	8	8	9	10	11	12	13	14	15	16	17	18	19	20
-1																					
-2																					

-6																					
-7																					