THIRD EDITION

EXALTED

DRAGON-BLOODED

NAME:_____ CONCEPT:_____

PLAYER:_____ ANIMA:_____

ASPECT:_____ ORIGIN:_____

ATTRIBUTES

STRENGTH_____ ●OOOO
DEXTERITY_____ ●OOOO
STAMINA_____ ●OOOO

CHARISMA_____ ●OOOO
MANIPULATION_____ ●OOOO
APPEARANCE_____ ●OOOO

PERCEPTION_____ ●OOOO
INTELLIGENCE_____ ●OOOO
WITS_____ ●OOOO

ABILITIES

☐ ARCHERY_____ OOOOO
☐ ATHLETICS_____ OOOOO
☐ AWARENESS_____ OOOOO
☐ BRAWL_____ OOOOO
☐ BUREAUCRACY_____ OOOOO
☐ CRAFT_____ OOOOO
☐ DODGE_____ OOOOO
☐ INTEGRITY_____ OOOOO
☐ INVESTIGATION_____ OOOOO
☐ LARCENY_____ OOOOO
☐ LINGUISTICS_____ OOOOO
☐ LORE_____ OOOOO
☐ MARTIAL ARTS_____ OOOOO
☐ MEDICINE_____ OOOOO
☐ MELEE_____ OOOOO
☐ OCCULT_____ OOOOO
☐ PERFORMANCE_____ OOOOO
☐ PRESENCE_____ OOOOO
☐ RESISTANCE_____ OOOOO
☐ RIDE_____ OOOOO
☐ SAIL_____ OOOOO
☐ SOCIALIZE_____ OOOOO
☐ STEALTH_____ OOOOO
☐ SURVIVAL_____ OOOOO
☐ THROWN_____ OOOOO
☐ WAR_____ OOOOO

ADDITIONAL ABILITIES

☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO

SPECIALIZATIONS

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

WILLPOWER

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ESSENCE

O O O O O

PERSONAL ___ | ___
PERIPHERAL ___ | ___
COMMITTED _____

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

ANIMA LEVEL

DIM ☐ GLOWING ☐ BURNING ☐ BONFIRE/ICONIC ☐

ELEMENTAL AURA

AIR ☐ EARTH ☐ FIRE ☐ WATER ☐ WOOD ☐

EXPERIENCE

CURRENT:_____ TOTAL:_____

DRAGON EXPERIENCE

CURRENT:_____ TOTAL:_____

WEAPONS

WEAPON NAME	WIT	DMG	DEC	RNG	TAGS

	CLS	SRT	MED	LNG	EXT
MORTAL ARCHERY	-2	+4	+2	+0	-2
MORTAL THROWN	+4	+3	+2	-1	-3

	CLS	SRT	MED	LNG	EXT
ARTIFACT ARCHERY	-1	+5	+3	+1	-1
ARTIFACT THROWN	+5	+4	+3	+0	-2

HEALTH & DEFENSE

ARMOR	SOAK	HARD	MP	TAGS

NATURAL SOAK:_____ FINAL SOAK:_____

PARRY:_____ RESOLVE:_____
EVASION:_____ GUILE:_____
RUSH:_____ DISENGAGE:_____
JOIN BATTLE:_____

HEALTH LEVELS

☐ ☐

-0 _____

Join Battle: Wits + Awareness (plus 3 successes) • Withering attack pool: Dexterity + (Combat Ability) + weapon's accuracy • Decisive attack pool: Dexterity + (Combat Ability) • Defense: Higher of Parry or Evasion • Parry: ([Dexterity + (Combat Ability] / 2, round up) + weapon's defense • Evasion: ([Dexterity + Dodge] / 2, round up) - armor's mobility penalty • Rush: Dexterity + Athletics • Disengage: Dexterity + Dodge • Resolve = ([Wits + Integrity + specialty] / 2, round up) • Guile = ([Manipulation + Socialize + specialty] / 2, round up) • Natural Soak = Stamina • Soak = Stamina + Charms + Armor Soak, defends against Withering attacks • Hardness = Best hardness value from Charm or Armor, if higher than a Decisive attack dice pool, the attack fails. • Every time an opponent attacks a character, that character suffers a cumulative -1 Defense penalty until his next turn.

Exalted Third Edition Dragon-Blooded

Additional Merits

	○○○○○		○○○○○
	○○○○○		○○○○○
	○○○○○		○○○○○

Intimacies

Intimacy	Intensity	Intimacy	Intensity

Charms

Name	Type	Duration	Cost	Element	Book/Pg.	Effect

Inventory