EXALTED
THIRD EDITION

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

Additional Merits

Merit	Rating	Merit	Rating
	OOOOO		OOOOO
	OOOOO		OOOOO
	OOOOO		OOOOO

Intimacies

Intimacy	Intensity	Intimacy	Intensity

Charms

Name	Type	Duration	Cost	Element	Book/Pg.	Effect

Inventory