EXALTED
THIRD EDITION

Name:____ Concept:____
Player:____ Anima:____
Category:____ Caste/Aspect:____
Divine Patron:____

Attributes

☐ ☐ Strength ____ ●○○○○	☐ ☐ Charisma ____ ●○○○○	☐ ☐ Perception ____ ●○○○○
☐ ☐ Dexterity ____ ●○○○○	☐ ☐ Manipulation ____ ●○○○○	☐ ☐ Intelligence ____ ●○○○○
☐ ☐ Stamina ____ ●○○○○	☐ ☐ Appearance ____ ●○○○○	☐ ☐ Wits ____ ●○○○○

Abilities

- ☐ ☐ Archery ____ ○○○○○
- ☐ ☐ Athletics ____ ○○○○○
- ☐ ☐ Awareness ____ ○○○○○
- ☐ ☐ Brawl ____ ○○○○○
- ☐ ☐ Bureaucracy ____ ○○○○○
- ☐ ☐ Craft ____ ○○○○○
- ☐ ☐ Dodge ____ ○○○○○
- ☐ ☐ Integrity ____ ○○○○○
- ☐ ☐ Investigation ____ ○○○○○
- ☐ ☐ Larceny ____ ○○○○○
- ☐ ☐ Linguistics ____ ○○○○○
- ☐ ☐ Lore ____ ○○○○○
- ☐ ☐ Martial Arts ____ ○○○○○
- ☐ ☐ Medicine ____ ○○○○○
- ☐ ☐ Melee ____ ○○○○○
- ☐ ☐ Occult ____ ○○○○○
- ☐ ☐ Performance ____ ○○○○○
- ☐ ☐ Presence ____ ○○○○○
- ☐ ☐ Resistance ____ ○○○○○
- ☐ ☐ Ride ____ ○○○○○
- ☐ ☐ Sail ____ ○○○○○
- ☐ ☐ Socialize ____ ○○○○○
- ☐ ☐ Stealth ____ ○○○○○
- ☐ ☐ Survival ____ ○○○○○
- ☐ ☐ Thrown ____ ○○○○○
- ☐ ☐ War ____ ○○○○○

Additional Abilities

- ☐ ☐ ____ ○○○○○
- ☐ ☐ ____ ○○○○○
- ☐ ☐ ____ ○○○○○
- ☐ ☐ ____ ○○○○○
- ☐ ☐ ____ ○○○○○
- ☐ ☐ ____ ○○○○○

Specializations

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Merits

- ____ ○○○○○
- ____ ○○○○○
- ____ ○○○○○
- ____ ○○○○○
- ____ ○○○○○
- ____ ○○○○○
- ____ ○○○○○
- ____ ○○○○○

Willpower

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☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Limit Break

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Essence

○ ○ ○ ○ ○

Personal ____ | ____
Peripheral ____ | ____
Committed ____

Limit Trigger

____
____
____
____

Experience

Current:____ Total:____

Exigent 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.

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Intimacies

Intimacy	Intensity	Intimacy	Intensity

Charms

Name	Type	Duration	Cost	Book	Page#	Effect

Inventory

Notes