EXALTED
THIRD EDITION

Name: _____ Concept: _____
Player: _____ Anima: _____
Caste: _____ Supernal Ability: _____

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

Limit Break

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Limit Trigger

_____
_____
_____
_____

Experience

Current: _____ Total: _____

Solar 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