Exalted Essence

Name: _____ Exalt: _____
Player: _____ Caste: _____
Concept: _____

Attributes

Force _____ OOOOO
Finesse _____ OOOOO
Fortitude _____ OOOOO

Abilities

Athletics _____ OOOOO
Awareness _____ OOOOO
Close Combat _____ OOOOO
Craft _____ OOOOO
Embassy _____ OOOOO
Integrity _____ OOOOO
Navigate _____ OOOOO
Performance _____ OOOOO
Physique _____ OOOOO
Presence _____ OOOOO
Ranged Combat _____ OOOOO
Sagacity _____ OOOOO
Stealth _____ OOOOO
War _____ OOOOO

Merits

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

Power

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Essence

O O O O O

Will

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Motes

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Anima

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Dim Glowing Burning Bonfire Iconic

Passive: _____

Active: _____

Iconic: _____

Advantages

_____
_____
_____
_____
_____
_____
_____

Virtues & Intimacies

Major Virtue: _____
_____ OO
_____ OO
_____ OO
_____ OO
_____ OO

Minor Virtue: _____
_____ OO
_____ OO
_____ OO
_____ OO
_____ OO

Limit Triggers

_____
_____
_____
_____
_____
_____

Static Values

Hardness: _____ *(Essence + 2)*

Parry: _____ *((Close Combat + Attribute) / 2)*

Evasion: _____ *((Athletics + Attribute) / 2 - Mobility Penalty)*

Soak: _____ *(+1 Fortitude > 3)*

Resolve: _____ *(+1 if Integrity > 1, +2 > 3)*

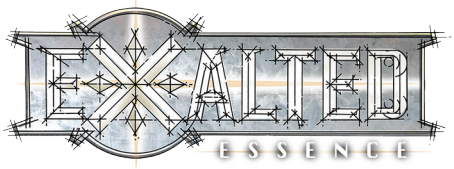
Weapons & Armor

Weapon	Acc	Dmg	Def	Ov
Tags:				
Weapon	Acc	Dmg	Def	Ov
Tags:				
Weapon	Acc	Dmg	Def	Ov
Tags:				
Weapon	Acc	Dmg	Def	Ov
Tags:				

Armor	Soak	Hard	MP	Tags

Health Levels

☐ ☐



Charms

Name	Cost	Step

Inventory

Goals

Personal	Exalt

Advancements

Major: _____ Personal: _____ ☐☐☐☐☐☐☐☐☐☐

Minor: _____ Exalt: _____ ☐☐☐☐☐☐☐☐☐☐