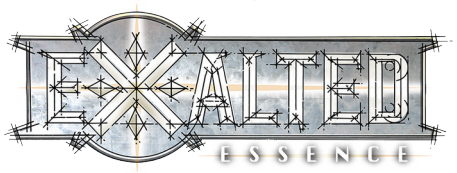

Name:_____ Exalt:_____
Player:_____ Caste:_____
Concept:_____

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

☐ ☐

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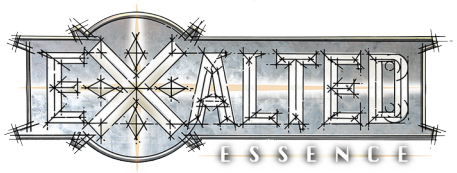

Charms

Name	Cost	Step

Inventory

Goals

Personal	Exalt

Advancements

MAJOR: _____ PERSONAL: _____ ☐☐☐☐☐☐☐☐☐☐

MINOR: _____ EXALT: _____ ☐☐☐☐☐☐☐☐☐☐