EXALTED
THIRD EDITION
The Infernals

NAME:_____ CONCEPT:_____
PLAYER:_____ ANIMA:_____
CASTE:_____ PRIMORDIAL 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

_____
_____
_____
_____
_____
_____
_____
_____

MERITS

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

WILLPOWER

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

LIMIT BREAK

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ESSENCE

O O O O O

PERSONAL ____ | ____
PERIPHERAL ____ | ____
COMMITTED _____

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.

The Infernals

Intimacies

Intimacy	Intensity

Devil-Body

Charms

Name	Type	Duration	Cost	Book	Page#	Effect

Inventory