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

Specialties

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Merits

_____ OOOOO
_____ OOOOO
_____ 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	Acc	Dmg	Def	Ovw	Tags	Dice Pool

Health & Defense

Armor	Soak	Hard	MP	Tags

Natural Soak: _____ Final Soak: _____

Parry: _____ Resolve: _____
Evasion: _____ Guile: _____
Rush: _____ Disengage: _____
Join Battle: _____

Health Levels

☐ ☐
-0 _

Natural Soak: Stamina + Charms • Parry: ([Dexterity + Brawl, Martial Arts or Melee, whichever is appropriate to the character's current armament] / 2, round up) + Weapon's Defenses bonus
Evasion: ([Dexterity + Dodge] / 2, round up) – armor's mobility penalty • Resolve: ([Wits + Integrity + specialty] / 2, round up) • Guile: ([Manipulation + Socialize + specialty] / 2, round up)

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Intimacies

Intimacy	Intensity	Intimacy	Intensity

Charms

Name	Type	Duration	Cost	Book	Page#	Effect

Inventory