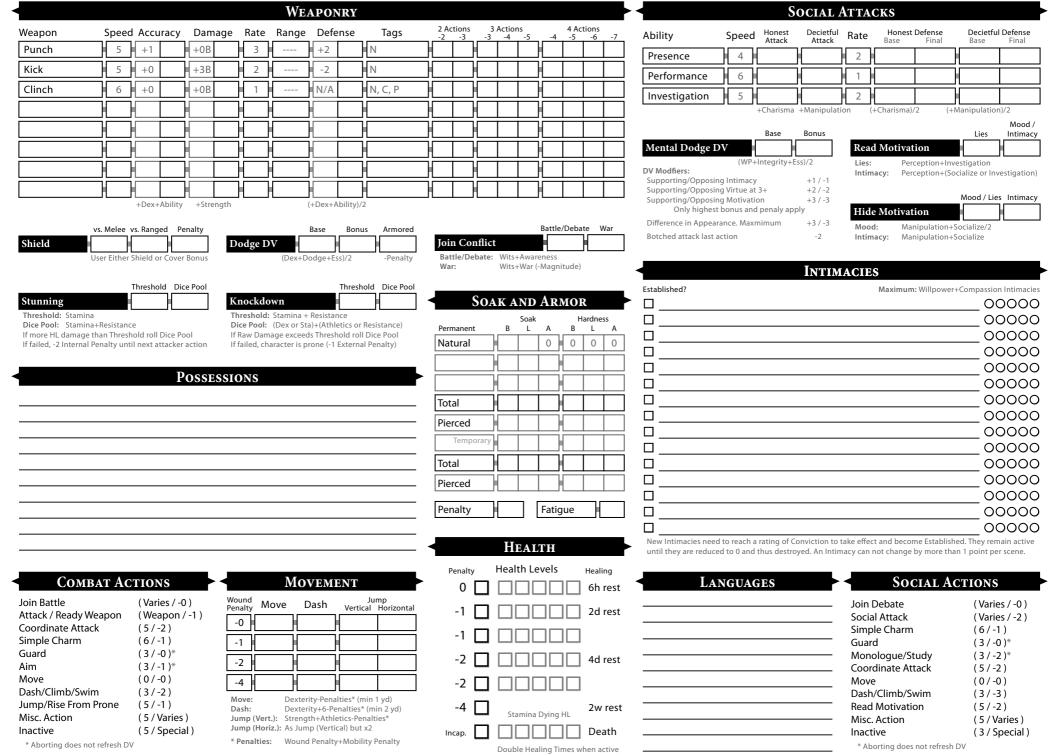
				Chara	acter Name							
<exalted></exalted>		}								>		
	-BLOODED	Motivation:										
Plaver:		Description:									Portrait / Crest / Ar	ima Banner / Quote
											Exalted is © 2008 of CC	P hf. All rights reserved
_		ATTE	RIBUTES				Ess	SENCE			WILLE	POWER
Strength Dexterity Stamina	●○○○○ Charisma●○○○○ Manipulation●○○○○ Appearance●○○○○		Perception Intelligence Wits	●0000 ●0000 ●0000	● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ Base Pool Bonus Tot			O O	•00000000			
						Person	nal					
		ABI	LITIES			Periph	eral				VIR	TUES
Air Aspect	1 2 3 TR	Earth Aspect	1 2 3 TR	Fire Aspect	1 2 3 TR		al: Ess+WP+		Virtues+	Breeding	Compassion	Conviction
Linguistics	00000 0000	Awareness	00000 0000	Athletics	00000 ====	Comm	ited Essence	Da	arconal	Peripheral	•0000	●0000
Lore	00000	Crafts	00000	Dodge	00000	Comm	iteu Esserice		ersonar	renpheral		
□ Occult □ Stealth			00000	☐ Melee ☐ Presence							Temperance	Valor
Thrown	00000 0000		00000	Socialize	00000 0000			— <u> </u>	_		•0000	•0000
Water Aspect	1 2 3 TR		00000	Wood Aspect	1 2 3 TR			— <u> </u>				
☐Bureaucracy		I	00000	Archery	00000 ====			— <u> </u>			Acting against a Virtue:	
	00000 0000		00000	☐ Medicine ☐ Performance	00000			—			When acting contrary to a higher, the character has	to fail at a Virtue roll. If the
☐ Larceny ☐ Martial Arts		□Integrity □Resistance		Ride	00000 0000			<u></u>	-		roll succeeds then 1WP m Virtue for the scene and to	act as desired. If the
Sail	00000 0000	War	00000 0000	Survival	00000 0000		Avai	lable			primary Virtue is suppress	
_		_		_			М	lanse	Cult	Other	Virtu	E FLAW
		Spec	CIALTIES			Respin					Flaw:	
	000		000		000		: +4m / hour I: +8m / hour		owland: ration:	-50% +50%		
	000											
	000		000		000		Al	NIMA			• Effect:	
	000		000		000						Condition:	
		D										
	Rating	Description / Details	GROUNDS									
											Lie	nit
	00000											
	00000											
	00000										EXPER	RIENCE
	00000										Total	Remaining
	00000					Level	Anima Flux	Other E	ffects			
	00000					1-3 4-7	none none	none Stealth		ulty		ı
	00000					8-10	1L / Minute 1L / 9 Ticks	Stealth Anima F	impossi	ble		
						16+	1L / Tick	Totemic				



CHARMS AND SPELLS											
Combos 1 2 3 4 5 Name	Trait	Cost	Type	Duration	Obvio	s? Effect / Keywords / Description	Source				
			71.			···· • • • • • • • • • • • • • • • • •					
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First (Ability) Excellency	Varies	1m / 2 dice	Reflexive (1/2)	Instant		Add dice up to (Ability+Specialty) to a roll	MoEP: DB 128				
Second (Ability) Excellency	Varies	2m / sux	Reflexive (1/2)			Add up to (Ability+Specialty)/2 (round down) successes	MoEP: DB 128				
Third (Ability) Excellency	Varies	3m	Reflexive (4/6)			Use after a roll to reroll, new result is optional or add (Ability/2) to a static rating (DV)	MoEP: DB 128				
Terrestrial (Ability) Reeinforcement	Varies		Simple (6 tix)			Grant Ability dice to (Essence) people up to own Ability rating or double that of target for 1m / person	MoEP: DB 128				
Terrestrial (Ability) Reclinorcement	varies	IIII / Z dice	Jiliple (0 tix)	1 300110	П 7	arant Ability dice to (Essence) people up to own Ability fathing of double that of target for 1117 person	WIOLF. DB 128				
COMBO 1		COMBO 2				Сомво 3 Сомво 4	5				
Name Nar	ne			Name		Name Name					
Nume				ivairie _		Nume					
Looks Loo	ks			Looks		Looks					
Effect Effe	ct			Effect _		Effect Effect					
				_							
				-							
				_							