EXALTED
THIRD EDITION

NAME:_____ CONCEPT:_____
PLAYER:_____ ANIMA:_____
CASTE:_____ SUPERNAL ABILITY:_____

ATTRIBUTES

STRENGTH_____ OOOOO   CHARISMA_____ OOOOO   PERCEPTION_____ OOOOO
DEXTERITY_____ OOOOO   MANIPULATION_____ OOOOO   INTELLIGENCE_____ OOOOO
STAMINA_____ OOOOO   APPEARANCE_____ OOOOO   WITS_____ OOOOO

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

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

WILLPOWER

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

ESSENCE

O   O   O   O   O

PERSONAL   ___ | ___
PERIPHERAL   ___ | ___
COMMITTED   _____

EXPERIENCE

CURRENT:_____   TOTAL:_____

MERITS

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

LIMIT BREAK

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

LIMIT TRIGGER

_____
_____
_____
_____

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

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.

EXALTED
THIRD EDITION

Intimacies

Intimacy	Intensity	Intimacy	Intensity

Charms

Name	Type	Duration	Cost	Book	Page#	Effect

Inventory