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

EX C/F

☐ ☐ 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

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.

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Intimacies

Intimacy	Intensity	Intimacy	Intensity

Charms

Name	Type	Duration	Cost	Book	Page#	Effect

Inventory