EXALTED
ALCHEMICAL EXALTED

NAME _____   CONCEPT _____
PLAYER _____   NATURE _____
CASTE _____   ANIMA _____

ATTRIBUTES

☐ STRENGTH _____ ●OOOO   ☐ CHARISMA _____ ●OOOO   ☐ PERCEPTION _____ ●OOOO
☐ DEXTERITY _____ ●OOOO   ☐ MANIPULATION __ ●OOOO   ☐ INTELLIGENCE ___ ●OOOO
☐ STAMINA _____ ●OOOO   ☐ APPEARANCE _____ ●OOOO   ☐ WITS _____ ●OOOO

ABILITIES

WARFARE
ARCHERY _____ OOOOO
ATHLETICS _____ OOOOO
AWARENESS_____ OOOOO
BRAWL _____ OOOOO
DODGE _____ OOOOO
ENDURANCE _____ OOOOO
MARTIAL ARTS _____ OOOOO
MELEE _____ OOOOO
RESISTANCE _____ OOOOO
THROWN _____ OOOOO

LABOR
CRAFTS _____ OOOOO
LARCENY _____ OOOOO
LINGUISTICS _____ OOOOO
PERFORMANCE ____ OOOOO
PRESENCE _____ OOOOO
RIDE _____ OOOOO
SAIL _____ OOOOO
SOCIALIZE _____ OOOOO
STEALTH _____ OOOOO
SURVIVAL _____ OOOOO

LEARNING
BUREAUCRACY _____ OOOOO
INVESTIGATION ___ OOOOO
LORE _____ OOOOO
MEDICINE _____ OOOOO
OCCULT _____ OOOOO

SPECIALTIES
_____ OOO
_____ OOO
_____ OOO
_____ OOO
_____ OOO

COMBAT

BASE INITIATIVE _____
BASE DODGE POOL _____
MOVEMENT _____

SOAK
BASHING _____
LETHAL _____
AGGRAVATED _____

HEALTH LEVELS
–0 ____ ☐ ☐ ☐ ☐ ☐
–1 ____ ☐ ☐ ☐ ☐ ☐
        ☐ ☐ ☐ ☐ ☐
–2 ____ ☐ ☐ ☐ ☐ ☐
–4 _____ ☐
INC. _____ ☐

WEAPONS & ATTACKS

NAME	SPEED	ACC	DAM	DEF	RATE	RANGE
_____	____	____	____	____	____	____
_____	____	____	____	____	____	____
_____	____	____	____	____	____	____
_____	____	____	____	____	____	____
_____	____	____	____	____	____	____
_____	____	____	____	____	____	____
_____	____	____	____	____	____	____

AMMUNITION

TYPE
_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ARMOR

NAME	SOAK	HARDNESS	MOB	FAT
_____	__/__	__/__	____	____
_____	__/__	__/__	____	____

WILLPOWER

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

VIRTUES

COMPASSION_____ ●OOOO
                  ☐☐☐☐☐
CONVICTION_____ ●OOOO
                  ☐☐☐☐☐
TEMPERANCE _____ ●OOOO
                  ☐☐☐☐☐
VALOR _____ ●OOOO
                 ☐☐☐☐☐

CLARITY/DISSONANCE

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

ESSENCE

● O O O O O

	MAX	CURR.	COMM.
PERSONAL	____	____	____
PERIPHERAL	____	____	____

EXPERIENCE

CURRENT_____
HISTORY _____

Charms

Name	Attribute	Cost	Duration	Type	Effect
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____
☐ _____	_____	_____	_____	_____	_____

General Charm Slots _____   **Dedicated Charm Slots** _____

Arrays

Name	Cost	Charms
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Protocols

Name	Echelon	Cost	Clarity	Effect
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Backgrounds

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

Merits & Flaws

Merit/Flaw	Points	Effect
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Artifacts

Name	Level	Commit	Description
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____
_____	OOOOO	_____	_____

Equipment & Possessions

_____
_____
_____
_____
_____

History — Personality — Appearance

History

Age _____
Year of Birth _____
Year of Exaltation _____
Place of Birth _____
Homeland _____

Personality

Appearance

Apparent Age _____
Sex _____
Ethnicity _____
Eyes _____
Hair _____
Height _____
Weight _____

Anima _____