EXALTED

The Dragon Kings

Name _____ Concept _____

Player _____ Nature _____

Breed _____

Attributes

Strength	○○○○○○○	Charisma	○○○○○	Perception	○○○○○○○
Dexterity	○○○○○○○	Manipulation	○○○○○	Intelligence	○○○○○○
Stamina	○○○○○○○	Appearance	○○○○○	Wits	○○○○○

Abilities

WAR		LIFE		WISDOM	
❑Archery	○○○○○	❑Craft	○○○○○	❑Bureaucracy	○○○○○
❑Athletics	○○○○○	❑Larceny	○○○○○	❑Investigation	○○○○○
❑Awareness	○○○○○	❑Linguistics	○○○○○	❑Lore	○○○○○
❑Brawl	○○○○○	❑Performance	○○○○○	❑Medicine	○○○○○
❑Dodge	○○○○○	❑Presence	○○○○○	❑Occult	○○○○○
❑Endurance	○○○○○	❑Ride	○○○○○	Specialties	
❑Martial Arts	○○○○○	❑Sail	○○○○○	❑_____	○○○○○
❑Melee	○○○○○	❑Socialize	○○○○○	❑_____	○○○○○
❑Resistance	○○○○○	❑Stealth	○○○○○	❑_____	○○○○○
❑Thrown	○○○○○	❑Survival	○○○○○	❑_____	○○○○○
				❑_____	○○○○○

HEALTH

-0 ❑❑❑❑❑❑

-1 ❑❑❑❑❑❑

❑❑❑❑❑❑

-2 ❑❑❑❑❑❑

❑❑❑❑❑❑

-4 ❑

Incapacitated ❑

ESSENCE

○○○○○○

Pool

Commited

WILLPOWER

○○○○○○○○○○

❑❑❑❑❑❑❑❑❑❑

SOAK

B_____ L_____ A_____

VIRTUES

COMPASSION	TEMPERANCE
○○○○○	○○○○○
❑❑❑❑❑	❑❑❑❑❑

CONVICTION	VALOR
○○○○○	○○○○○
❑❑❑❑❑	❑❑❑❑❑

Base Initiative: _____

Base Dodge Pool: _____

WEAPONS & ATTACKS

Weapon/Attack	Speed	Accuracy	Damage	Defense	Rate	Range	Commit	Carried?
								❑
								❑
								❑
								❑
								❑
								❑
								❑
								❑
								❑
								❑

ARMOR & AMMUNITION

Type	B/L	Fatigue	Mob Pen	Commit	Hard	Description	Worn?
	/						❑
	/						❑

Ammunition Type	Amount
	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑
	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

Artifacts

Name	Level	Commit	Description	Carried?
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑

BACKGROUNDS

Name	Rating	Description	Merit/Flaw	Level
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
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	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			

HEARTHSTONES

Name	Level	Aspect	Description
	❍❍❍❍❍		
	❍❍❍❍❍		
	❍❍❍❍❍		
	❍❍❍❍❍		
	❍❍❍❍❍		
	❍❍❍❍❍		

SPECIALTIES

❑	❍❍❍❍❍	❑	❍❍❍❍❍	❑	❍❍❍❍❍
❑	❍❍❍❍❍	❑	❍❍❍❍❍	❑	❍❍❍❍❍
❑	❍❍❍❍❍	❑	❍❍❍❍❍	❑	❍❍❍❍❍
❑	❍❍❍❍❍	❑	❍❍❍❍❍	❑	❍❍❍❍❍
❑	❍❍❍❍❍	❑	❍❍❍❍❍	❑	❍❍❍❍❍

LANGUAGES

Common Tongues		Common Tongues		New Tongues		Tribal Tongues
High Realm	❑	Seatongue	❑	High Holy Speech	❑	
Low Realm	❑	Forest-Tongue	❑		❑	
Riverspeak	❑	Tribal Tongues	❑		❑	
Skytongue	❑	Guild Cant	❑		❑	
Flametongue	❑	Old Realm	❑		❑	