EXALTED

THE GOD-BLOODED

NAME _____ CONCEPT _____

PLAYER _____ NATURE _____

HERITAGE _____

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

○○○

PERSONAL	
PERIPHERAL	
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
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			
	○○○○○			

HEARTHSTONES

NAME	LEVEL	ASPECT	DESCRIPTION
	○○○○○		
	○○○○○		
	○○○○○		
	○○○○○		
	○○○○○		
	○○○○○		

SPECIALTIES

❑	○○○○○	❑	○○○○○	❑	○○○○○
❑	○○○○○	❑	○○○○○	❑	○○○○○
❑	○○○○○	❑	○○○○○	❑	○○○○○
❑	○○○○○	❑	○○○○○	❑	○○○○○
❑	○○○○○	❑	○○○○○	❑	○○○○○

LANGUAGES

COMMON TONGUES		COMMON TONGUES		NEW TONGUES		TRIBAL TONGUES
HIGH REALM	❑	SEATONGUE	❑		❑	
LOW REALM	❑	FOREST-TONGUE	❑		❑	
RIVERSPEAK	❑	TRIBAL TONGUES	❑		❑	
SKYTONGUE	❑	GUILD CANT	❑		❑	
FLAMETONGUE	❑	OLD REALM	❑		❑	