

ONE ROLL EXALTED

NAME _____ CASTE _____
PLAYER _____ Motivation _____

STATS

PHYSICAL

Strength ●○○○○○
Dexterity ●○○○○○

SOCIAL

Charisma ●○○○○○
Manipulation ●○○○○○

MENTAL

Intelligence ●○○○○○
Wits ●○○○○○

SKILLS

DAWN

☐ Archery ○○○○○○
☐ Brawl ○○○○○○
☐ Melee ○○○○○○
☐ Thrown ○○○○○○
☐ War ○○○○○○

ZENITH

☐ Integrity ○○○○○○
☐ Performance ○○○○○○
☐ Presence ○○○○○○
☐ Resistance ○○○○○○
☐ Survival ○○○○○○

TWILIGHT

☐ Craft ○○○○○○
☐ Investigation ○○○○○○
☐ Lore ○○○○○○
☐ Medicine ○○○○○○
☐ Occult ○○○○○○

NIGHT

☐ Athletics ○○○○○○
☐ Awareness ○○○○○○
☐ Dodge ○○○○○○
☐ Larceny ○○○○○○
☐ Stealth ○○○○○○

ECLIPSE

☐ Bureaucracy ○○○○○○
☐ Linguistics ○○○○○○
☐ Ride ○○○○○○
☐ Sail ○○○○○○
☐ Socialize ○○○○○○

SUB-SKILLS

☐ _____ ○○○○○○
☐ _____ ○○○○○○
☐ _____ ○○○○○○
☐ _____ ○○○○○○
☐ _____ ○○○○○○

COMPOSURE & HEALTH

INTIMACIES

ARMOR

Name _____
Rating _____
Weight _____

COMPOSURE

□□□□□□□□□□□□

WOUND BOXES

-0 □□□□□□□□□□
-1 □□□□□□□□□□
-1 □□□□□□□□□□
-2 □□□□□□□□□□
X □□□□□□□□□□

WEAPONS

WEAPON	DAMAGE	QUALITIES	RANGE	AMMO	NOTES
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

NOTES & ADVANTAGES

ESSENCE & VIRTUE FLAW

ESSENCE	●○○○○	VIRTUE FLAW	
Mote Pool		1 XP:	
Committed		2 XP:	
Attunement		5 XP:	
ANIMA	□□□□□	LIMIT	□□□□□□□□□□

CHARMS & SPELLS

[illegible]