



Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: _____ Dawn Anima: _____

Attributes

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

Abilities

Dawn **Zenith** **Twilight**

☒ Archery _____ ○○○○○ ☐ Endurance _____ ○○○○○ ☐ Crafts _____ ○○○○○
☒ Brawl _____ ○○○○○ ☐ Performance _____ ○○○○○ ☐ Investigation _____ ○○○○○
☒ Martial Arts _____ ○○○○○ ☐ Presence _____ ○○○○○ ☐ Lore _____ ○○○○○
☒ Melee _____ ○○○○○ ☐ Resistance _____ ○○○○○ ☐ Medicine _____ ○○○○○
☒ Thrown _____ ○○○○○ ☐ Survival _____ ○○○○○ ☐ Occult _____ ○○○○○

Night **Eclipse** **Other**

☐ Athletics _____ ○○○○○ ☐ Bureaucracy _____ ○○○○○ ☐ _____ ○○○○○
☐ Awareness _____ ○○○○○ ☐ Linguistics _____ ○○○○○ ☐ _____ ○○○○○
☐ Dodge _____ ○○○○○ ☐ Ride _____ ○○○○○ ☐ _____ ○○○○○
☐ Larceny _____ ○○○○○ ☐ Sail _____ ○○○○○ ☐ _____ ○○○○○
☐ Stealth _____ ○○○○○ ☐ Socialize _____ ○○○○○ ☐ _____ ○○○○○

Advantages

Backgrounds **Willpower** **Virtues**

_____ ○○○○○ **Compassion** **Temperance**
_____ ○○○○○ ●○○○○ ●○○○○
_____ ○○○○○ □□□□□ □□□□
_____ ○○○○○
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Limit Break **Conviction** **Valor**

□□□□□□□□□□ ●○○○○ ●○○○○
□□□□□ □□□□ □□□□

Anima Effects

- Cause Caste Mark to glow brightly for a scene (1 mote)
- Cause anima to glow brightly enough to read by for a scene (1 mote)
- Know precise time of the day for a scene (1 mote)

Can spend 10 motes of Essence to appear huge and terrifying for a scene. Mortal creatures that approach the Exalted must make a Valor checks or be unable to look directly at the character or strongly oppose him/her (-2 dice penalty). Those who botch their Valor rolls (and most natural animals) will flee in terror. Golems and automata, demons and the undead and other creatures that do not know fear cannot be affected by this power.

Essence

○ ○ ○ ○ ○ ○

Personal _____/_____
Peripheral _____/_____
Misc: _____

Anima Banner

- ☐ Weak Caste Mark: 1–3 Motes
- ☐ Strong Caste Mark: 4–7 Motes
- ☐ Mild Aura: 8–10 Motes
- ☐ Bonfire Aura: 11–15 Motes
- ☐ Iconic Aura: 16+

Virtue Flaw

Weapon

Speed Acc Damage Defense Rate Range Notes

Armor

Type Soak (B/L) Fatigue Mobility Notes

B:

L:

A:

–0 Bruised □□□□□□□□ (Dex+12 yds./rd)
–1 Hurt □□□□□□□□ (Dex+8 yds./rd)
–2 Wounded □□□□□□□□ (Dex+4 yds./rd)
□□□□□□□□
–4 Crippled □ (Dex yds./rd)
Incapacitated □ No movement



Charmis

Cambas

Compos

Sorceries

Sorceries

100



Expanded Backgrounds

Artifact

Description

Allies

Backing

Contacts

Familiar

Followers

Influence

Manse

Mentor

Resources

Specialties

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Familiar's name: _____

Creature: _____

Str/Dex/Sta _____

Per/Int/Wit: _____

Health Levels:

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Spd/Atk/Dmg _____

Dodge/Soak _____

Abilities: _____

Willpower: _____



Experience

Total: _____ Total Spent: _____
Spent on: _____

Possessions

Gear (Carried)

Equipment (Owned)

Description

Age: _____
Gender: _____
Hair: _____
Eyes: _____
Skin: _____
Height: _____
Weight: _____
Homeland: _____

Languages

History