



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

Attributes

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

Abilities

Dawn	Zenith	Twilight
<input type="checkbox"/> Archery _____ ○○○○○	<input type="checkbox"/> Endurance _____ ○○○○○	<input type="checkbox"/> Crafts _____ ○○○○○
<input type="checkbox"/> Brawl _____ ○○○○○	<input type="checkbox"/> Performance _____ ○○○○○	<input type="checkbox"/> Investigation _____ ○○○○○
<input type="checkbox"/> Martial Arts _____ ○○○○○	<input type="checkbox"/> Presence _____ ○○○○○	<input type="checkbox"/> Lore _____ ○○○○○
<input type="checkbox"/> Melee _____ ○○○○○	<input type="checkbox"/> Resistance _____ ○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○
<input type="checkbox"/> Thrown _____ ○○○○○	<input type="checkbox"/> Survival _____ ○○○○○	<input type="checkbox"/> Occult _____ ○○○○○

Night	Eclipse	Other
<input checked="" type="checkbox"/> Athletics _____ ○○○○○	<input type="checkbox"/> Bureaucracy _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input checked="" type="checkbox"/> Awareness _____ ○○○○○	<input type="checkbox"/> Linguistics _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input checked="" type="checkbox"/> Dodge _____ ○○○○○	<input type="checkbox"/> Ride _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input checked="" type="checkbox"/> Larceny _____ ○○○○○	<input type="checkbox"/> Sail _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input checked="" type="checkbox"/> Stealth _____ ○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○

Advantages

Backgrounds	Willpower	Virtues
_____ ○○○○○	_____ ○○○○○○○○○○○	Compassion _____ ●○○○○
_____ ○○○○○	_____ □□□□□□□□□□	Temperance _____ ●○○○○
_____ ○○○○○		_____ □□□□□
_____ ○○○○○		
_____ ○○○○○		Conviction _____ ●○○○○
_____ ○○○○○	Limit Break _____ □□□□□□□□□□	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)

When a Night Caste Solar expends Peripheral Essence, he/she may spend twice as many motes in order to prevent the expenditure from adding to her anima banner. This ability does not allow the character to mute Essence displays caused by the use of sorcery.

With 10 motes of Essence, the Exalted can mute his/her presence and increase tracking or detection difficulties by 1 for a scene.

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

Compos

[illegible]

Sorceries

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Expanded Backgrounds

Artifact

Description

Allies

Backing

Contacts

Familiar

Followers

Influence

Manse

Mentor

Resources

Specialties

<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	_____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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: _____

Spent on: _____

Possessions

Gear (Carried)

Equipment (Owned)

[illegible]

Description

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

Gender: _____

Hair: _____

Eyes: _____

Skin: _____

Height: _____

Weight: _____

Homeland: _____

Languages

History

[illegible]