



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

Attributes

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

Abilities

Dusk	Midnight	Daybreak
<input type="checkbox"/> Archery _____ ○○○○○	<input checked="" type="checkbox"/> Endurance _____ ○○○○○	<input type="checkbox"/> Crafts _____ ○○○○○
<input type="checkbox"/> Brawl _____ ○○○○○	<input checked="" type="checkbox"/> Performance _____ ○○○○○	<input type="checkbox"/> Investigation _____ ○○○○○
<input type="checkbox"/> Martial Arts _____ ○○○○○	<input checked="" type="checkbox"/> Presence _____ ○○○○○	<input type="checkbox"/> Lore _____ ○○○○○
<input type="checkbox"/> Melee _____ ○○○○○	<input checked="" type="checkbox"/> Resistance _____ ○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○
<input type="checkbox"/> Thrown _____ ○○○○○	<input checked="" type="checkbox"/> Survival _____ ○○○○○	<input type="checkbox"/> Occult _____ ○○○○○
Day	Moonshadow	Other
<input type="checkbox"/> Athletics _____ ○○○○○	<input type="checkbox"/> Bureaucracy _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Awareness _____ ○○○○○	<input type="checkbox"/> Linguistics _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Dodge _____ ○○○○○	<input type="checkbox"/> Ride _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Larceny _____ ○○○○○	<input type="checkbox"/> Sail _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Stealth _____ ○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○

Advantages

Backgrounds	Willpower	Compassion	Temperance
_____ ○○○○○	_____ ○○○○○○○○○○○	_____ ●○○○○	_____ ●○○○○
_____ ○○○○○	_____ □□□□□□□□□□	_____ □□□□□	_____ □□□□□
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Resonance	Conviction	Valor
_____ □□□□□□□□□□	_____ ●○○○○	_____ ●○○○○
_____ □□□□□□□□□□	_____ □□□□□	_____ □□□□□

Resonance Effects

- Cause caste mark to glow.
- Cause anima to glow brightly enough to read by for a scene.
- Grow a set of fangs (Spd -3, Acc +0, Dmg +0L, Def -2) for feeding.
- Sense shadowlands, ghosts and walking dead from the distance of Essence x 100 yards.

With a touch and spending 5 motes of Essence, the Abyssal can cause bodies of the fallen to raise as zombies by the end of the scene. Such zombies are of permanent duration and are always extras. Use the Common Zombie statistics on page 299 of Exalted.

By spending 5 motes of Essence and indicating a normal mortal within 10 yards, the Abyssal inflicts unsoakable aggravated damage (as many dice as the Abyssal has permanent Essence).

Essence

● ○ ○ ○ ○ ○

Personal _____ / _____

Peripheral _____ / _____

Blood Feast _____ / _____

Misc: _____

Anima Banner

- ☐ 1-3 Prominent caste mark
- ☐ 4-7 Bleeding caste mark
- ☐ 8-10 Surrounded by a dark aura
- ☐ 11-15 Bonfire of Essence
- ☐ 16+ Totemic aura

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



Charms

[illegible]

Combos

[illegible]

Sorceries

[illegible]



Expanded Backgrounds

Artifact	Description

Abyssal Command

Allies

Contacts

Followers

Influence

Liege

Manse

Necromancy

Resources

Spies

Underworld Manse

Whispers

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"/>
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Familiar's name:		Spd/Atk/Dmg	
Creature:		Dodge/Soak	Willpower:
Str/Dex/Sta		Abilities:	
Per/Int/Wit:			
Health Levels:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Experience

Total: _____ Total Spent: _____
Spent on: _____

Possessions

Gear (Carried)

Equipment (Owned)

Description

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

Languages

History