EXALTED

Beast

Sheet v2.2 by Democritus - www.tricktonic.com
Layout v1.0 by Nick Greyden

Character Name

Player: _____

Concept: _____
Motivation: _____
Personality: _____
Description: _____

Exalted is © 2008 of CCP hf. All rights reserved

Attributes

Strength	●○○○○○○○○○○○○○○○○○○○	Perception	●○○○○○○○○○○○○○○○○○○○
Dexterity	●○○○○○○○○○○○○○○○○○○○	Intelligence	●○○○○○○○○○○○○○○○○○○○
Stamina	●○○○○○○○○○○○○○○○○○○○	Wits	●○○○○○○○○○○○○○○○○○○○

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □

Essence

● ○ ○ ○ ○ ○ ○ ○ ○ ○

Abilities

□ Athletics	○○○○○○○○○○
□ Awareness	○○○○○○○○○○
□ Dodge	○○○○○○○○○○
□ Integrity	○○○○○○○○○○
□ Investigation	○○○○○○○○○○
□ Martial Arts	○○○○○○○○○○
□ Presence	○○○○○○○○○○
□ Resistance	○○○○○○○○○○
□ Stealth	○○○○○○○○○○
□ Survival	○○○○○○○○○○

Specialties

_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○

Health

Penalty	Health Levels
0	□□□□□□□□□□□
-1	□□□□□□□□□□□
	□□□□□□□□□□□
-2	□□□□□□□□□□□
	□□□□□□□□□□□
-4	□
InC	□ □ □ □ □ □ □ □ □ □ □

Stamina Dying HL

Virtues

Compassion	●○○○○ □□□□□
Conviction	●○○○○ □□□□□
Temperance	●○○○○ □□□□□
Valor	●○○○○ □□□□□

Experience

Total	Remaining

Notes

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Join Conflict [ ] Battle/Debate
Battle/Debate: Wits+Awareness

Stunning [ ] Threshold [ ] Dice Pool
Threshold: Stamina
Dice Pool: Stamina+Resistance
If more HL damage than Threshold roll Dice Pool
If failed, -2 Internal Penalty until next attacker action

Dodge DV [ ] Base [ ] Bonus [ ] Armored
(Dex+Dodge+Ess)/2 -Penalty

Knockdown [ ] Threshold [ ] Dice Pool
Threshold: Stamina + Resistance
Dice Pool: (Dex or Sta)+(Athletics or Resistance)
If Raw Damage exceeds Threshold roll Dice Pool
If failed, character is prone (-1 External Penalty)

Weapon	Speed	Accuracy		Damage		Rate	Range	Defense		Tags

Permanent	Soak B	Soak L	Soak A	Hardness B	Hardness L	Hardness A
Natural			0	0	0	0
Total						
Pierced						