Character name _____ Background _____ Player name _____

Skills

Exalted	Performance ○ ○ ○	Stealth ○ ○ ○	Survival ○ ○ ○	Analysis ○ ○ ○
Union	Persuasion ○ ○ ○	Chase ○ ○ ○	Awareness ○ ○ ○	Tactics ○ ○ ○
Order	Command ○ ○ ○	Medicine ○ ○ ○	Crafting ○ ○ ○	Recall ○ ○ ○

_____ / _____
✦ Exertion:

_____
Continuous Maneuver:

Attributes

Reflex
◇ ◇ ◇

Vigor
◇ ◇ ◇

Will
◇ ◇ ◇

Vital Health Threshold: 6 + Vigor

Nonvital Health Threshold: 12 + (2 * Vigor)

☐ Injured

Scars: _____

Wounds Received	VITAL	NONV.
BRUTE		
Piercing		
Slashing		
Blunt		
CHEM		
Burn		
Cold		
Corrosive		
BIO		
Asphyxiation		
Nerve		
Toxic		
Hunger		
Thirst		

Source: Persistent Effect: _____

Status	Strength [X]
Wounded	
Warded	
Slowed	
Hastened	
Blinded	
Exhausted	
Protected	
Vulnerable	

_____ / _____ / _____
Armor   Defense   Traits

_____ / _____ / _____
Armor   Defense   Traits

_____
Travel Role:

_____
Camping Role:

Weapon Name	Die	Wound	Reach	Target	Hands	Weight	Critical Effect

Weapon Name	Die	Wound	Reach	Target	Hands	Weight	Critical Effect

Weapon Name	Die	Wound	Reach	Target	Hands	Weight	Critical Effect

Character name _____

Exalted ◇ ○ ✦ ○ ✦ ○ ◇ ○ ✦ ○ ✦ ○ ◇

Union ◇ ○ ✦ ○ ✦ ○ ◇ ○ ✦ ○ ✦ ○ ◇

Order ◇ ○ ✦ ○ ✦ ○ ◇ ○ ✦ ○ ✦ ○ ◇

Personal Cargo

Personal Item (Limit 15kg)	Quantity	Description

Relation

Name	Attitude	History	Notes

Character name _____

Maneuvers

✦ Maneuver:	Skill & Target:	Action:	Duration:	Description

Character Drawing:

Status	Effect
Wounded	Reduce both Critical Health thresholds by X.
Warded	Ignore the next X Status you would gain, including positive Status.
Slowed	Your movement and Reaction is decreased by X. (Speed for non-player characters).
Hastened	Your movement and Reaction is increased by X. (Speed for non-player characters)
Blinded	Roll Awareness at Risk X to perform tasks which rely on sight. If attacking, you must succeed this roll before you can roll your weapon die.
Protected	Defense is treated as X higher.
Vulnerable	Defense is treated as X lower.
Exhausted*	Reduce all individual die results by X. *Ends after a period of Downtime.