



NAME: \_\_\_\_\_  
 PLAYER: \_\_\_\_\_  
 CASTE: \_\_\_\_\_

CONCEPT: \_\_\_\_\_  
 NATURE: \_\_\_\_\_  
 ALLEGIANCE: \_\_\_\_\_

Exalted Sidereal Sheet v1.1 by nightwind – feedback [n0mi@msn.com](mailto:n0mi@msn.com)

### VIRTUES

COMPASSION

●○○○○○  
□□□□□

TEMPERANCE

●○○○○○  
□□□□□

CONVICTION

●○○○○○  
□□□□□

VALOR

●○○○○○  
□□□□□

### WILLPOWER

0000000000  
□□□□□□□□□□

### ESSENCE

●○○○○○

### PERSONAL

### PERIPHERAL

### COMMITTED

### PARADOX

□□□□□□□□□□

### EXPERIENCE

Total

Left

### ATTRIBUTES

STRENGTH \_\_\_\_\_ ●○○○○○  
 DEXTERITY \_\_\_\_\_ ●○○○○○  
 STAMINA \_\_\_\_\_ ●○○○○○

CHARISMA \_\_\_\_\_ ●○○○○○  
 MANIPULATION \_\_\_\_\_ ●○○○○○  
 APPEARANCE \_\_\_\_\_ ●○○○○○

PERCEPTION \_\_\_\_\_ ●○○○○○  
 INTELLIGENCE \_\_\_\_\_ ●○○○○○  
 WITS \_\_\_\_\_ ●○○○○○

### ABILITIES

1<sup>st</sup> Excellency  
2<sup>nd</sup> excellency  
3<sup>rd</sup> Excellency  
Essence Auspicious

○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○

#### JOURNEYS

□ INTEGRITY \_\_\_\_\_ ○○○○○○  
 □ RIDE \_\_\_\_\_ ○○○○○○  
 □ SAIL \_\_\_\_\_ ○○○○○○  
 □ SURVIVAL \_\_\_\_\_ ○○○○○○  
 □ THROWN \_\_\_\_\_ ○○○○○○

#### SERENITY

○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○

□ CRAFT (\_\_\_\_\_) \_\_\_\_\_ ○○○○○○  
 □ DODGE \_\_\_\_\_ ○○○○○○  
 □ LINGUISTICS \_\_\_\_\_ ○○○○○○  
 □ PERFORMANCE \_\_\_\_\_ ○○○○○○  
 □ SOCIALIZE \_\_\_\_\_ ○○○○○○

#### BATTLES

○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○

□ ARCHERY \_\_\_\_\_ ○○○○○○  
 □ WAR \_\_\_\_\_ ○○○○○○  
 □ MELEE \_\_\_\_\_ ○○○○○○  
 □ PRESENCE \_\_\_\_\_ ○○○○○○  
 □ RESISTANCE \_\_\_\_\_ ○○○○○○

#### SECRETS

○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○

□ INVESTIGATION \_\_\_\_\_ ○○○○○○  
 □ LARGENCY \_\_\_\_\_ ○○○○○○  
 □ LORE \_\_\_\_\_ ○○○○○○  
 □ OCCULT \_\_\_\_\_ ○○○○○○  
 □ STEALTH \_\_\_\_\_ ○○○○○○

#### ENDINGS

○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○  
○ ○ ○ ○

□ ATHLETICS \_\_\_\_\_ ○○○○○○  
 □ AWARENESS \_\_\_\_\_ ○○○○○○  
 □ BUREAUCRACY \_\_\_\_\_ ○○○○○○  
 □ MARTIAL ARTS \_\_\_\_\_ ○○○○○○  
 □ MEDICINE \_\_\_\_\_ ○○○○○○

#### SPECIALITIES

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

○○○○○  
○○○○○  
○○○○○  
○○○○○  
○○○○○

JOIN BATTLE \_\_\_\_\_ DODGE DV \_\_\_\_\_  
 JOIN DEBATE \_\_\_\_\_ PARRY DV \_\_\_\_\_  
 JOIN WAR \_\_\_\_\_ DODGE MDV \_\_\_\_\_  
 PARRY MDV \_\_\_\_\_

#### WEAPONS

NAME: \_\_\_\_\_  
 SPD ACC DAM DEF RATE RANGE TYPE  
 | | | | | | |

NAME: \_\_\_\_\_  
 SPD ACC DAM DEF RATE RANGE TYPE  
 | | | | | | |

NAME: \_\_\_\_\_  
 SPD ACC DAM DEF RATE RANGE TYPE  
 | | | | | | |

ARMOR SOAK MOB FAT HRD  
 \_\_\_\_\_ | | | | |  
 \_\_\_\_\_ | | | | |  
 \_\_\_\_\_ | | | | |

#### SOAK

ARMOR SOAK B \_\_\_\_ L \_\_\_\_ A \_\_\_\_  
 NATURAL SOAK B \_\_\_\_ L \_\_\_\_ A \_\_\_\_  
 TOTAL SOAK B \_\_\_\_ L \_\_\_\_ A \_\_\_\_

#### ANIMA EFFECTS

- Cause Caste Mark to glow brightly (1 mote)
- Cause Anima to glow brightly enough to read by for a scene (1 mote)
- Sense nearby Gateways
- \_\_\_\_\_
- \_\_\_\_\_

#### HEALTH

0 BRUISED \_\_\_\_\_ □□□□□□  
 -1 HURT \_\_\_\_\_ □□  
 -2 WOUNDED \_\_\_\_\_ □□  
 -4 CRIPPLED \_\_\_\_\_ □  
 X INCAPACITATED \_\_\_\_\_ □

Attributes: 8/6/4, Abilities 35 (15 must be from caste and favored), Back grounds 15, Charms 12, Virtues 5, Essence 2, Willpower (add 2 highest virtues), Personal Essence ((Ess x2) + WP), Peripheral Essence ((Ess x6) + WP +sum of virtues), Health 7 (+ charms), Bonus Points 18 (Att4/Ab12 (1 if caste or favored)/Bgl (2 if raised above3)/Vir 3/WP 2/Ess 10/Chm 5 (4 if caste or favored)/Inlim 3 to increase to (WP+Comp)

