

Exalted Character Creation Summary

Pre-Exaltation

- **Step One: Character Concept**
Choose Concept and future Caste
- **Step Two: Select Attributes**
Players have 12 points to distribute among their character's Attributes
- **Step Three: Select Skills**
Note Caste Skills. Select one other Favored Skill.
Players have 15 points to distribute among Abilities. Each Caste Skill and Favored Skill must have at least one dot.
Skills may not go higher than three at this point.
- **Step Four: Select Advantages**
Players have 3 points to spend on Backgrounds.
Choose character's primary Virtue..

Bonus Points

- Attribute (4 points)
- Skill (2 points)
- Background (1 point, 2 if the Background is being raised above 3)

Post-Exaltation

- **Step One: Nature of Exaltation**
What happened? When did it happen? Was it traumatic? Exhilarating? How has your character reacted to the change?
- **Step Two: Improve Attributes**
Players have 8 more points to distribute among their character's Attributes (maximum is five dots).
- **Step Three: Improve Skills**
Players now have 10 more points to distribute among their character's skills.
The character's Caste Skills and Favored Skill must have at least 10 dots among them at this end of this step.
Skills still may not go above 3, however.
- **Step Four: Improve Advantages**
Players have 2 more points to spend on Backgrounds.
Backgrounds may not go higher than 3 at this point.
- **Step Five: Bonus Points**
Players have 15 Bonus points to buy improvements in various areas. See chart at left for the costs.
Skills and Backgrounds may now go above 3.
- **Step Six: Finishing Touches**
Calculate Combat Sense (Dexterity + Awareness)
Calculate Movement Rates
Calculate Health Levels (Stamina x 3; Stamina x 3 (-1), etc.)
Calculate Composure Levels (Will x 2; Will x2 (-1), etc.)
Character gets one free dot of Fame in his home region
Describe your character's appearance and personality.