



Name: _____ Concept: _____
 Player: _____ Motivation: _____
 Caste: _____ Anima: _____

Virtues

Compassion
 ● 0 0 0 0
 □ □ □ □ □

Conviction
 ● 0 0 0 0
 □ □ □ □ □

Temperance
 ● 0 0 0 0
 □ □ □ □ □

Valor
 ● 0 0 0 0
 □ □ □ □ □

Virtue Flaw

LIMIT BREAK

□ □ □ □ □
 □ □ □ □ □

EXP

Total

Banked

Spent

ATTRIBUTES

PHYSICAL
 STRENGTH _____ ● 0 0 0 0
 DEXTERITY _____ ● 0 0 0 0
 STAMINA _____ ● 0 0 0 0

SOCIAL
 CHARISMA _____ ● 0 0 0 0
 MANIPULATION _____ ● 0 0 0 0
 APPEARANCE _____ ● 0 0 0 0

MENTAL
 PERCEPTION _____ ● 0 0 0 0
 INTELLIGENCE _____ ● 0 0 0 0
 WITS _____ ● 0 0 0 0

BACKGROUNDS
 _____ 0 0 0 0
 _____ 0 0 0 0
 _____ 0 0 0 0
 _____ 0 0 0 0
 _____ 0 0 0 0
 _____ 0 0 0 0

WILLPOWER
 0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

ESSENCE
 ● 0 0 0 0 0
 PERSONAL _____
 PERIPHERAL _____

COMMITTED
 CHARMS _____ ARTIFACTS _____

SOAK B _____ L _____ A _____

HEALTH
 -0 □ □ □ □ □ □ □ □
 -1 □ □ □ □ □ □ □ □
 -2 □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □
 -4 □
 INCAPACITATED □

ABILITIES

DAWN
 ARCHERY _____ 0 0 0 0
 MARTIAL ARTS _____ 0 0 0 0
 MELEE _____ 0 0 0 0
 THROWN _____ 0 0 0 0
 WAR _____ 0 0 0 0

NIGHT
 ATHLETICS _____ 0 0 0 0
 AWARENESS _____ 0 0 0 0
 DODGE _____ 0 0 0 0
 LARCENY _____ 0 0 0 0
 STEALTH _____ 0 0 0 0

ZENITH
 INTEGRITY _____ 0 0 0 0
 PERFORMANCE _____ 0 0 0 0
 PRESENCE _____ 0 0 0 0
 RESISTANCE _____ 0 0 0 0
 SURVIVAL _____ 0 0 0 0

ECLIPSE
 BUREACRACY _____ 0 0 0 0
 LINGUISTICS _____ 0 0 0 0
 RIDE _____ 0 0 0 0
 SAIL _____ 0 0 0 0
 SOCIALIZE _____ 0 0 0 0

TWILIGHT
 CRAFT _____ 0 0 0 0
 INVESTIGATION _____ 0 0 0 0
 LORE _____ 0 0 0 0
 MEDICINE _____ 0 0 0 0
 OCCULT _____ 0 0 0 0

SPECIALTIES
 _____ 0 0 0 0
 _____ 0 0 0 0
 _____ 0 0 0 0
 _____ 0 0 0 0
 _____ 0 0 0 0

CHARMS

NAME	COST	NAME	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

JOIN BATTLE _____ DODGE DV _____
 JOIN DEBATE _____ PARRY DV _____
 JOIN WAR _____ DODGE MDV _____
 _____ PARRY MDV _____
 INTIMACIES

WEAPONS
WPN TYPE: _____
 SPD ACC DAM DEF RATE RANGE TYPE
 | | | | | | | |

WPN TYPE: _____
 SPD ACC DAM DEF RATE RANGE TYPE
 | | | | | | | |

WPN TYPE: _____
 SPD ACC DAM DEF RATE RANGE TYPE
 | | | | | | | |

MERITS AND FLAWS

ARMOR _____ **SOAK** _____ **MOBILITY** _____ **FATIGUE** _____ **HRD** _____

ANIMA POWER

ITEMS

FOR 1 MOTE: Caste mark grows brightly for one scene;
 anima glows bright enough to read by for one scene;
 Knows the precise time of day for the rest of the scene

Attributes: 8/6/4, Abilities 28 (10 must be from caste and favored), Backgrounds 7, Charms 10, Virtues 5, Essence 2, Willpower (add 2 highest virtues), Personal Essence ((Ess x3) + WP), Peripheral Essence ((Ess x7) + WP + sum of virtues), Health 7 (+ charms), Bonus Points 15 (Att4/Abl2 (1 if caste or favored)/Bgl (2 if raised above3)/Vir 3/WP 2/Ess 7/Chm 5 (4 if caste or favored)/Intim 3 to increase to (WP+Comp)