

# LUNARS™

NAME: \_\_\_\_\_  
 PLAYER: \_\_\_\_\_  
 ASPECT: \_\_\_\_\_  
 SPIRIT SHAPE: \_\_\_\_\_

CONCEPT: \_\_\_\_\_  
 MOTIVATION: \_\_\_\_\_  
 ANIMA: \_\_\_\_\_  
 TELL: \_\_\_\_\_

## ATTRIBUTES

- |   |  |  |
|---|--|--|
| <input type="checkbox"/> STRENGTH: _____ ●○○○○  | <input type="checkbox"/> CHARISMA: _____ ●○○○○     | <input type="checkbox"/> PERCEPTION: _____ ●○○○○   |
| <input type="checkbox"/> DEXTERITY: _____ ●○○○○ | <input type="checkbox"/> MANIPULATION: _____ ●○○○○ | <input type="checkbox"/> INTELLIGENCE: _____ ●○○○○ |
| <input type="checkbox"/> STAMINA: _____ ●○○○○   | <input type="checkbox"/> APPEARANCE: _____ ●○○○○   | <input type="checkbox"/> WITS: _____ ●○○○○         |

## ABILITIES

### WAR

- |  |       |
|--|-------|
| <input type="checkbox"/> ARCHERY _____     | ○○○○○ |
| <input type="checkbox"/> ATHLETICS _____   | ○○○○○ |
| <input type="checkbox"/> AWARENESS _____   | ○○○○○ |
| <input type="checkbox"/> DODGE _____       | ○○○○○ |
| <input type="checkbox"/> INTEGRITY _____   | ○○○○○ |
| <input type="checkbox"/> MARTIALARTS _____ | ○○○○○ |
| <input type="checkbox"/> MELEE _____       | ○○○○○ |
| <input type="checkbox"/> RESISTANCE _____  | ○○○○○ |
| <input type="checkbox"/> THROWN _____      | ○○○○○ |
| <input type="checkbox"/> WAR _____         | ○○○○○ |

### LIFE

- |  |       |
|--|-------|
| <input type="checkbox"/> CRAFT _____       | ○○○○○ |
| <input type="checkbox"/> LARCENY _____     | ○○○○○ |
| <input type="checkbox"/> LINGUISTICS _____ | ○○○○○ |
| <input type="checkbox"/> PERFORMANCE _____ | ○○○○○ |
| <input type="checkbox"/> PRESENCE _____    | ○○○○○ |
| <input type="checkbox"/> RIDE _____        | ○○○○○ |
| <input type="checkbox"/> SAIL _____        | ○○○○○ |
| <input type="checkbox"/> SOCIALIZE _____   | ○○○○○ |
| <input type="checkbox"/> STEALTH _____     | ○○○○○ |
| <input type="checkbox"/> SURVIVAL _____    | ○○○○○ |

### WISDOM

- |  |       |
|--|-------|
| <input type="checkbox"/> BUREAUCRACY _____   | ○○○○○ |
| <input type="checkbox"/> INVESTIGATION _____ | ○○○○○ |
| <input type="checkbox"/> LORE _____          | ○○○○○ |
| <input type="checkbox"/> OCCULT _____        | ○○○○○ |
| <input type="checkbox"/> MEDICINE _____      | ○○○○○ |

### SPECIALTIES

- |                                |       |
|--------------------------------|-------|
| <input type="checkbox"/> _____ | ○○○○○ |
| <input type="checkbox"/> _____ | ○○○○○ |
| <input type="checkbox"/> _____ | ○○○○○ |
| <input type="checkbox"/> _____ | ○○○○○ |
| <input type="checkbox"/> _____ | ○○○○○ |

## OTHER TRAITS

### BACKGROUNDS

- |       |       |
|-------|-------|
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |

### CHARMS

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

### WILLPOWER

- □□□□□□□□□□

### ESSENCE

- ○ ○ ○ ○ ○  
 PERSONAL \_\_\_\_\_  
 PERIPHERAL \_\_\_\_\_  
 COMMITTED \_\_\_\_\_

### SOAK

- B \_\_\_\_\_ L \_\_\_\_\_ A \_\_\_\_\_

### HEALTH

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

### VIRTUES

- |                             |                             |
|-----------------------------|-----------------------------|
| COMPASSION<br>●○○○○<br>□□□□ | TEMPERANCE<br>●○○○○<br>□□□□ |
| CONVICTION<br>●○○○○<br>□□□□ | VALOR<br>●○○○○<br>□□□□      |

### LIMIT BREAK

- 

### VIRTUE FLAW

- \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## WEAPONS

- \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## ANIMA

- \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## EXPERIENCE

- \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Attributes: 8/6/4,Caste Abilities: 10,Another Abilities (includ caste): 18, Backgrounds: 7, Charms: 10 (five from caste or favored abilities), Virtue: 5, Essence: 2, Willpower: The total of two of your highest virtues, Personal essence: (Essencex3) + Willpower, Peripheral Essence: (Essencex7) + Willpower + (The sum of character virtues), Health: 7 + charms skills, Bonus points: 15.