



NAME: _____
 PLAYER: _____
 CASTE/ASPECT: _____

CONCEPT: _____
 NATURE: _____
 ANIMA: _____

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 | | LIFE | | WISDOM | |
|---------------------------------------------------|--------------------------------------------------|--------------------------------------------------|-------------------------------------------------|--------------------------------------------------|----------------------------------------------------|
| <input type="checkbox"/> ARCHERY _____ ○○○○○ | <input type="checkbox"/> CRAFT (_____) ○○○○○ | <input type="checkbox"/> BUREAUCRACY _____ ○○○○○ | <input type="checkbox"/> ATHLETICS _____ ○○○○○ | <input type="checkbox"/> LARCENY _____ ○○○○○ | <input type="checkbox"/> INVESTIGATION _____ ○○○○○ |
| <input type="checkbox"/> AWARENESS _____ ○○○○○ | <input type="checkbox"/> LINGUISTICS _____ ○○○○○ | <input type="checkbox"/> LORE _____ ○○○○○ | <input type="checkbox"/> BRAWL _____ ○○○○○ | <input type="checkbox"/> PERFORMANCE _____ ○○○○○ | <input type="checkbox"/> MEDICINE _____ ○○○○○ |
| <input type="checkbox"/> DODGE _____ ○○○○○ | <input type="checkbox"/> PRESENCE _____ ○○○○○ | <input type="checkbox"/> OCCULT _____ ○○○○○ | <input type="checkbox"/> ENDURANCE _____ ○○○○○ | <input type="checkbox"/> RIDE _____ ○○○○○ | |
| <input type="checkbox"/> MARTIAL ARTS _____ ○○○○○ | <input type="checkbox"/> SAIL _____ ○○○○○ | | <input type="checkbox"/> SOCIALIZE _____ ○○○○○ | <input type="checkbox"/> STEALTH _____ ○○○○○ | |
| <input type="checkbox"/> MELEE _____ ○○○○○ | <input type="checkbox"/> SURVIVAL _____ ○○○○○ | | <input type="checkbox"/> RESISTANCE _____ ○○○○○ | | |
| <input type="checkbox"/> THROWN _____ ○○○○○ | | | <input type="checkbox"/> SPECIALTIES | | |
| | | | <input type="checkbox"/> _____ ○○○ | | |
| | | | <input type="checkbox"/> _____ ○○○ | | |
| | | | <input type="checkbox"/> _____ ○○○ | | |

ADVANTAGES

- | CRAFTS | | WEAPON | | | | | |
|------------------------------------------------|--|--------|----------|--------|---------|-------|-------|
| <input type="checkbox"/> CRAFT (_____) ○○○○○ | | SPEED | ACCURACY | DAMAGE | DEFENSE | RANGE | RATE |
| <input type="checkbox"/> CRAFT (_____) ○○○○○ | | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> CRAFT (_____) ○○○○○ | | _____ | _____ | _____ | _____ | _____ | _____ |
| | | _____ | _____ | _____ | _____ | _____ | _____ |
| | | _____ | _____ | _____ | _____ | _____ | _____ |
| | | _____ | _____ | _____ | _____ | _____ | _____ |
| | | _____ | _____ | _____ | _____ | _____ | _____ |
| | | _____ | _____ | _____ | _____ | _____ | _____ |

ARMOR

TYPE: _____
 SOAK(B/L): _____ / _____
 FATIGUE: _____
 MOBILITY: _____
 MISC: _____

ANIMA ABILITY

○○○○○○○○○○○○○○○○
 □□□□□□□□□□□□

GREAT CURSE

WILLPOWER

○○○○○○○○○○○○○○
 □□□□□□□□□□□□

HEALTH

SOAK
 B _____ L _____ A _____
 -0 □□□□□□□□□□□□
 -1 □□□□□□□□□□□□
 □□□□□□□□□□□□
 -2 □□□□□□□□□□□□
 □□□□□□□□□□□□
 -4 □
 INCAPACITATED □

VIRTUES

| | |
|-----------------------------|-----------------------------|
| COMPASSION ●○○○○ □□□□ | TEMPERANCE ●○○○○ □□□□ |
| CONVICTION ●○○○○ □□□□ | VALOR ●○○○○ □□□□ |

ESSENCE

● ○ ○ ○ ○ ○ ○
 MAX CURR. COMM.
 PERSONAL _____
 PERIPHERAL _____

EXPERIENCE
