



INFERNAL

NAME: _____
PLAYER: _____
CASTE: _____

CONCEPT: _____
MOTIVATION: _____
URGE: _____

ATTRIBUTES

STRENGTH _____ ●○○○○○
DEXTERITY _____ ●○○○○○
STAMINA _____ ●○○○○○

CHARISMA _____ ●○○○○○
MANIPULATION _____ ●○○○○○
APPEARANCE _____ ●○○○○○

PERCEPTION _____ ●○○○○○
INTELLIGENCE _____ ●○○○○○
WITS _____ ●○○○○○

ABILITIES

SLAYER

☐ ARCHERY _____ ○○○○○○
☐ MARTIAL ARTS _____ ○○○○○○
☐ MELEE _____ ○○○○○○
☐ THROWN _____ ○○○○○○
☐ WAR _____ ○○○○○○

MALEFACTOR

☐ ENDURANCE _____ ○○○○○○
☐ PERFORMANCE _____ ○○○○○○
☐ PRESENCE _____ ○○○○○○
☐ RESISTANCE _____ ○○○○○○
☐ SURVIVAL _____ ○○○○○○

DEFILER

☐ CRAFT _____ ○○○○○○
☐ INVESTIGATION _____ ○○○○○○
☐ LORE _____ ○○○○○○
☐ MEDICINE _____ ○○○○○○
☐ OCCULT _____ ○○○○○○

SCOURGE

☐ ATHLETICS _____ ○○○○○○
☐ AWARENESS _____ ○○○○○○
☐ DODGE _____ ○○○○○○
☐ LARCENY _____ ○○○○○○
☐ STEALTH _____ ○○○○○○

FIEND

☐ BUREAUCRACY _____ ○○○○○○
☐ LINGUISTICS _____ ○○○○○○
☐ RIDE _____ ○○○○○○
☐ SAIL _____ ○○○○○○
☐ SOCIALIZE _____ ○○○○○○

SPECIALTIES

☐ _____ ○○○○○○
☐ _____ ○○○○○○
☐ _____ ○○○○○○
☐ _____ ○○○○○○
☐ _____ ○○○○○○

ADVANTAGES

BACKGROUNDS

_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
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_____ ○○○○○○

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

CHARMS

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

WEAPONS

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

HEALTH

SOAK

B _____ L _____ A _____

ANIMA

LIMIT BREAK

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

TORMENT

-0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	D.V. EVADE
-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	PARRY
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
-4	<input type="checkbox"/>	MENTAL
INCAPACITATED	<input type="checkbox"/>	

VIRTUES

COMPASSION	TEMPERANCE
●○○○○○ □□□□□	●○○○○○ □□□□□
CONVICTION	VALOR
●○○○○○ □□□□□	●○○○○○ □□□□□

ESSENCE

● ○ ○ ○ ○ ○ ○ ○
PERSONAL _____ | _____
PERIPHERAL _____ | _____
COMMITTED _____

EXPERIENCE

--

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



TOTAL:

ANIMA POOL

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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SOLAR ANIMA

NOTES

MANIFESTATION

- | | |
|--------------------------------|-------------------|
| <input type="checkbox"/> 1-3 | Weak Caste Mark |
| <input type="checkbox"/> 4-7 | Strong Caste Mark |
| <input type="checkbox"/> 8-10 | Mild Aura |
| <input type="checkbox"/> 11-15 | Bonfire Aura |
| <input type="checkbox"/> 16+ | Iconic |

ANIMA

ANIMA ABILITIES

COST

EFFECT

- | | | |
|---|------|-------------------------------------|
| 1 | Mote | Cause Caste Mark to glow for scene. |
| 1 | Mote | Cause Anima to glow for scene. |
| 1 | Mote | Know exact time of day innately. |
| — | Mote | _____ |
| — | Mote | _____ |

EXPANDED BACKGROUNDS

ALLIES

BACKING

CONTACTS

MENTOR

RESOURCES

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

ARTIFACT	RATING	EFFECT
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_____	_____	_____
_____	_____	_____
_____	_____	_____

EQUIPMENT(OWNED)

HEARTHSTONE	ASPECT	RATING	EFFECT	SOCKETED
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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

FAMILIAR

NAME: _____ CREATURE: _____

STR: _____ DEX: _____ STA: _____ PER: _____ INT: _____ WIT: _____

SOAK: _____ EVADE/PARRY: _____ / _____ WILLPOWER: _____

HEALTH:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
ATTACK					SPEED				ACCURACY				DAMAGE				RATE			

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

