		Infernal			
				CONCEPT	
TVA I	TED	Name: Player:		CONCEPT: MOTIVATION:	
SEAL					
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V		Attribu	TES —		
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DEXTERITY		MANIPULATION		INTELLIGENCE	
STAMINA		APPEARANCE		WITS	
Slaye	D	MALEFAC		Defii	FD
ARCHERY		ENDURANCE		CRAFT	
MARTIAL ARTS		PERFORMANCE		DINVESTIGATION	
		PRESENCE			
THROWN		RESISTANCE			
WAR		SURVIVAL			
Scour	GE	Fieni)	Specia	LTIES
ATHLETICS		BUREAUCRACY			00000
AWARENESS		LINGUISTICS	00000		00000
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TOTAL: ESSENCE POOL MERIT TYPE MERIT TYPE COST FLAW MERIT TYPE COST FLAW CHARMS/SORCERY						
MERIT TYPE COST FLAW TYPE BONUS Image: Solution of the state of		TOTAL		Essence Poo		
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NAME Type DURATION Cost Effect	Merit	Туре	Cost Fi	_AW	Туре	Bonus
NAME TYPE DURATION COST Effect			– Силрмс/SO			
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WEAPON/ATTACK SPEED ACCURACY DAMAGE DEFENSE RANGE RATE ARMOR Image: Image in the system of the sys	Name		Charms			Соят
Image: Solution of the system of the syst	WEAPON/ATTACK	Speed Accuracy			Armor	
					Type: Soak(b/l):/ Fatigue: Mobility:	

EXALTE	TOTAL:				
Solar Anima		- Anim		A ABILITIES	
			COST		
□ 1-3 Weak C	aste Mark Caste Mark Ira Aura		1 Mote 1 Mote 1 Mote Mote Mote	EFFECT Cause Caste Mark to g Cause Anima to glow Know exact time of da	for scene.
Allif				MENTOR	
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Gear(Ca	RRIED)	- Possess	BIONS	Equipment(Owned)	
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EXALTED>	Horizontal Jump Vertical Jump Move	Dash Lift
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