



Name: \_\_\_\_\_ Concept: \_\_\_\_\_  
Player: \_\_\_\_\_ Nature: \_\_\_\_\_  
Caste: \_\_\_\_\_ Day Anima: \_\_\_\_\_

### Attributes

Strength \_\_\_\_\_ ●○○○○ Charisma \_\_\_\_\_ ●○○○○ Perception \_\_\_\_\_ ●○○○○  
Dexterity \_\_\_\_\_ ●○○○○ Manipulation \_\_\_\_\_ ●○○○○ Intelligence \_\_\_\_\_ ●○○○○  
Stamina \_\_\_\_\_ ●○○○○ Appearance \_\_\_\_\_ ●○○○○ Wits \_\_\_\_\_ ●○○○○

### Abilities

Dusk		Midnight		Daybreak	
<input type="checkbox"/> Archery _____	○○○○○	<input type="checkbox"/> Endurance _____	○○○○○	<input type="checkbox"/> Crafts _____	○○○○○
<input type="checkbox"/> Brawl _____	○○○○○	<input type="checkbox"/> Performance _____	○○○○○	<input type="checkbox"/> Investigation _____	○○○○○
<input type="checkbox"/> Martial Arts _____	○○○○○	<input type="checkbox"/> Presence _____	○○○○○	<input type="checkbox"/> Lore _____	○○○○○
<input type="checkbox"/> Melee _____	○○○○○	<input type="checkbox"/> Resistance _____	○○○○○	<input type="checkbox"/> Medicine _____	○○○○○
<input type="checkbox"/> Thrown _____	○○○○○	<input type="checkbox"/> Survival _____	○○○○○	<input type="checkbox"/> Occult _____	○○○○○

  

Day		Moonshadow		Other	
<input checked="" type="checkbox"/> Athletics _____	○○○○○	<input type="checkbox"/> Bureaucracy _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input checked="" type="checkbox"/> Awareness _____	○○○○○	<input type="checkbox"/> Linguistics _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input checked="" type="checkbox"/> Dodge _____	○○○○○	<input type="checkbox"/> Ride _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input checked="" type="checkbox"/> Larceny _____	○○○○○	<input type="checkbox"/> Sail _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input checked="" type="checkbox"/> Stealth _____	○○○○○	<input type="checkbox"/> Socialize _____	○○○○○	<input type="checkbox"/> _____	○○○○○

### Advantages

Backgrounds	Willpower	Virtues	
_____ ○○○○○	○○○○○○○○○○○○○ □□□□□□□□□□	Compassion	Temperance
_____ ○○○○○		●○○○○	●○○○○
_____ ○○○○○		□□□□□	□□□□□
_____ ○○○○○			
_____ ○○○○○			
_____ ○○○○○	Resonance	Conviction	Valor
_____ ○○○○○	□□□□□□□□□□	●○○○○	●○○○○
_____ ○○○○○		□□□□□	□□□□□

### Resonance Effects

- Cause caste mark to glow.
- Cause anima to glow brightly enough to read by for a scene.
- Grow a set of fangs (Spd -3, Acc +0, Dmg +0L, Def -2) for feeding.
- Sense shadowlands, ghosts and walking dead from the distance of Essence x 100 yards.

The Abyssal may mute the anima banner by spending double peripheral Essence to avoid displays caused by peripheral Essence.

The character may also extend the muted animal like around him/herself; the cost is 5 motes of Essence for an entire scene. This increases all detection and tracking difficulties by 1, so long as the muted anima is in effect.

### Essence

● ○ ○ ○ ○ ○ ○

Personal \_\_\_\_\_ / \_\_\_\_\_

Peripheral \_\_\_\_\_ / \_\_\_\_\_

Blood Feast \_\_\_\_\_ / \_\_\_\_\_

Misc: \_\_\_\_\_

### Anima Banner

- ☐ 1-3 Prominent caste mark
- ☐ 4-7 Bleeding caste mark
- ☐ 8-10 Surrounded by a dark aura
- ☐ 11-15 Bonfire of Essence
- ☐ 16+ Totemic aura

### Virtue Flaw

\_\_\_\_\_

### Weapon

Speed Acc Damage Defense Rate Range Notes


### Armor

Type Soak (B/L) Fatigue Mobility Notes


B: \_\_\_\_\_

L: \_\_\_\_\_

A: \_\_\_\_\_

-0 Bruised □□□□□□□□ (Dex+12 yds./rd)  
-1 Hurt □□□□□□□□ (Dex+8 yds./rd)  
-2 Wounded □□□□□□□□ (Dex+4 yds./rd)  
□□□□□□□□  
-4 Crippled □ (Dex yds./rd)  
Incapacitated □ No movement



## Charms

[illegible]

**Combos**

[illegible]

## Sorceries

[illegible]



## Expanded Backgrounds

Artifact	Description

### Abyssal Command

### Allies

### Contacts

### Followers

### Influence

### Liege

### Manse

### Necromancy

### Resources

### Spies

### Underworld Manse

### Whispers

### Specialties

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Familiar's name:		Spd/Atk/Dmg	
Creature:		Dodge/Soak	Willpower:
Str/Dex/Sta		Abilities:	
Per/Int/Wit:			
Health Levels:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

