



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

### Attributes

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

### Abilities

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

  

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

### Advantages

Backgrounds	Willpower	Virtues	
_____ ○○○○○	_____ ○○○○○○○○○○○	Compassion	Temperance
_____ ○○○○○	_____ □□□□□□□□□□	●○○○○	●○○○○
_____ ○○○○○		□□□□□	□□□□□
_____ ○○○○○			
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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 can spend 5 motes of Essence to strengthen anima in an attempt to stop damage caused by an attack. Roll the character's Essence and for each success, subtract one health level from the damage the enemy would have done.

### 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

<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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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"/>



## Experience

Total: \_\_\_\_\_ Total Spent: \_\_\_\_\_  
Spent on: \_\_\_\_\_

## Possessions

Gear (Carried)

Equipment (Owned)

## Description

Age: \_\_\_\_\_  
Gender: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Skin: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Homeland: \_\_\_\_\_

## Languages

## History