



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

### Attributes

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

### Abilities

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

By spending 10 motes of Essence, the character can appear dark and terrible for the remainder of the scene; mortal creatures attempting to face the Abyssal must make a Valor check or be unable to look directly at the character or strongly oppose the Abyssal, subtracting 2 dice from all attempts to attack the character. Creatures who botch their Valor rolls (and most natural animals) will flee in terror.

### 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:

\_\_\_\_\_  
-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

### L:

### A:



## 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"/>
<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

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## History

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