



Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: Moonshadow 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 type="checkbox"/> Athletics _____ ○○○○○	<input checked="" type="checkbox"/> Bureaucracy _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Awareness _____ ○○○○○	<input checked="" type="checkbox"/> Linguistics _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Dodge _____ ○○○○○	<input checked="" type="checkbox"/> Ride _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Larceny _____ ○○○○○	<input checked="" type="checkbox"/> Sail _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Stealth _____ ○○○○○	<input checked="" 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 spends 10 points of Essence to sanctify an oath; those who break the oath will suffer terrible luck from their oathbreaking. A number of times equal to character's Essence at the time of the oath, the oathbreaker will botch a roll at the most critical and worst moment as possible.

The Abyssal can also learn charms of other types of Exalted and even of spirits (including ghosts); the costs are doubled.

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

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"/>
<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
