



Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: _____ 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 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.

Essence

● ○ ○ ○ ○ ○ ○

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

Personal _____ / _____
Peripheral _____ / _____
Blood Feast _____ / _____
Misc: _____

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"/>

