



Name: \_\_\_\_\_ Concept: \_\_\_\_\_  
Player: \_\_\_\_\_ Nature: \_\_\_\_\_  
Aspect: Air House: \_\_\_\_\_

### Attributes

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

### Abilities

Air	Earth	Fire
<input checked="" type="checkbox"/> Linguistics ○○○○○	<input type="checkbox"/> Awareness ○○○○○	<input type="checkbox"/> Athletics ○○○○○
<input checked="" type="checkbox"/> Lore ○○○○○	<input type="checkbox"/> Craft ○○○○○	<input type="checkbox"/> Dodge ○○○○○
<input checked="" type="checkbox"/> Occult ○○○○○	<input type="checkbox"/> Endurance ○○○○○	<input type="checkbox"/> Melee ○○○○○
<input checked="" type="checkbox"/> Stealth ○○○○○	<input type="checkbox"/> Martial Arts ○○○○○	<input type="checkbox"/> Presence ○○○○○
<input checked="" type="checkbox"/> Thrown ○○○○○	<input type="checkbox"/> Resistance ○○○○○	<input type="checkbox"/> Socialize ○○○○○
Water	Wood	Other
<input type="checkbox"/> Brawl ○○○○○	<input type="checkbox"/> Archery ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Bureaucracy ○○○○○	<input type="checkbox"/> Medicine ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Investigation ○○○○○	<input type="checkbox"/> Performance ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Larceny ○○○○○	<input type="checkbox"/> Ride ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Sail ○○○○○	<input type="checkbox"/> Survival ○○○○○	<input type="checkbox"/> _____ ○○○○○

### Advantages

#### Backgrounds

\_\_\_\_ ○○○○○  
\_\_\_\_ ○○○○○  
\_\_\_\_ ○○○○○  
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#### Willpower

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□□□□□□□□□□

#### Virtues

Compassion	Temperance
●○○○○	●○○○○
□□□□□	□□□□□
Conviction	Valor
●○○○○	●○○○○
□□□□□	□□□□□

### Anima Effects

An aspect of Air can spend 5 motes to attune his/her anima to the nearby winds, allowing them to bear him/her aloft. For the rest of the scene, he/she may triple his/her leaping distance and take no damage from falls

### Essence

○ ○ ○ ○ ○ ○

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

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

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

### Anima Banner

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### 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:



Compos

**Sorceries**

				



## Expanded Backgrounds

Artifact	Description

### Allies

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### Command

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### Henchmen

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### Reputation

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### Backing

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### Connections

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### Manse

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### Resources

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### Breeding

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### Family

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### Mentor

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### Retainers

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### 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"/>
<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"/>
<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	_____	Willpower:	_____
Creature:	_____	Dodge/Soak	_____		_____
Str/Dex/Sta	_____	Abilities:	_____		_____
Per/Int/Wit:	_____		_____		_____
Health Levels:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				

