



Name: _____ Concept: _____
Player: _____ Nature: _____
Aspect: _____ Earth House: _____

Attributes

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

Abilities

Air	Earth	Fire
<input type="checkbox"/> Linguistics _____ ○○○○○	<input checked="" type="checkbox"/> Awareness _____ ○○○○○	<input type="checkbox"/> Athletics _____ ○○○○○
<input type="checkbox"/> Lore _____ ○○○○○	<input checked="" type="checkbox"/> Craft _____ ○○○○○	<input type="checkbox"/> Dodge _____ ○○○○○
<input type="checkbox"/> Occult _____ ○○○○○	<input checked="" type="checkbox"/> Endurance _____ ○○○○○	<input type="checkbox"/> Melee _____ ○○○○○
<input type="checkbox"/> Stealth _____ ○○○○○	<input checked="" type="checkbox"/> Martial Arts _____ ○○○○○	<input type="checkbox"/> Presence _____ ○○○○○
<input type="checkbox"/> Thrown _____ ○○○○○	<input checked="" 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

Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Virtues

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

Anima Effects

An Aspect of Earth can spend 5 motes to attune his/her anima to the nearby stone, taking on the durability of the earth itself. For the rest of the scene, he/she can soak lethal damage with his/her entire stamina

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: _____

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



		Sorceries	
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Expanded Backgrounds

Artifact	Description

Allies

Backing

Breeding

Command

Connections

Family

Henchmen

Manse

Mentor

Reputation

Resources

Retainers

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"/>
<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"/>

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"/>				

