



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

Attributes

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

Abilities

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

A Fire Aspected Dragon-Blooded can spend 5 motes to ignite his/her anima. For the rest of the scene he/she is immune to fire damage, and anyone striking him/her without a weapon or wrestling with him/her takes a number of dice of lethal damage every turn equal to the Chosen's Essence. If the character succeeds with an unarmed attack or wrestles with a character, his/her opponent takes a same amount of damage. This damage is applied separately from any damage the character does with an attack, and armor applies to it.

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:



Charms

Compos

Sorceries



Expanded Backgrounds

Artifact	Description

Allies

Command

Henchmen

Reputation

Backing

Connections

Manse

Resources

Breeding

Family

Mentor

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"/>				

