



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

Attributes

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

Abilities

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

Advantages

Backgrounds

____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
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____ ○○○○○

Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Virtues

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

Anima Effects

A Wood Aspected Dragon-Blooded may spend 5 motes to attune his/her anima to the local flora; becoming as flexible as a sapling in the wind. For the rest of the scene, he/she may add her Essence in dice to a single Dodge or Athletics action once per turn. This power is reflexive, not supplementary, and so, the character can either add to a dice action or gain a free Dodge or Athletics action with a dice pool equal to his/her Essence.

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

Combos

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"/>				

