



Name: _____ Concept: _____
Player: _____ Nature: _____
Aspect: _____ 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 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

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□□□□□□□□□□

Virtues

| Compassion | Temperance |
|------------|------------|
| ●○○○○ | ●○○○○ |
| □□□□ | □□□□ |

| Conviction | Valor |
|------------|-------|
| ●○○○○ | ●○○○○ |
| □□□□ | □□□□ |

Anima Effects

Essence

Anima Banner

○ ○ ○ ○ ○ ○

Personal _____/_____
Peripheral _____/_____
Misc: _____

Virtue Flaw

Weapon

Speed Acc Damage Defense Rate Range Notes

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Armor

Type Soak (B/L) Fatigue Mobility Notes

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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

Charm's

Compos

| Sorceries | |
|-----------|-----|
| 1 | 1 |
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| 3 | 3 |
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| 100 | 100 |



Allies

Breeding

Connections

Family

Henchmen

ManseMentor

Reputation

Resources

Retainers

Specialties

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|--------------------------|--|-----------------------|-----------------------|-----------------------|--------------------------|--|-----------------------|-----------------------|-----------------------|
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|------------------|--|-------------|--|
| Familiar's name: | | Spd/Atk/Dmg | |
| Creature: | | Dodge/Soak | |
| Str/Dex/Sta | | Abilities: | |
| Per/Int/Wit: | | Willpower: | |
| Health Levels: | | | |

