



Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: _____ Eclipse Anima: _____

Attributes

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

Abilities

Dawn	Zenith	Twilight
<input type="checkbox"/> Archery _____ ○○○○○	<input type="checkbox"/> Endurance _____ ○○○○○	<input type="checkbox"/> Crafts _____ ○○○○○
<input type="checkbox"/> Brawl _____ ○○○○○	<input type="checkbox"/> Performance _____ ○○○○○	<input type="checkbox"/> Investigation _____ ○○○○○
<input type="checkbox"/> Martial Arts _____ ○○○○○	<input type="checkbox"/> Presence _____ ○○○○○	<input type="checkbox"/> Lore _____ ○○○○○
<input type="checkbox"/> Melee _____ ○○○○○	<input type="checkbox"/> Resistance _____ ○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○
<input type="checkbox"/> Thrown _____ ○○○○○	<input type="checkbox"/> Survival _____ ○○○○○	<input type="checkbox"/> Occult _____ ○○○○○

Night	Eclipse	Other
<input type="checkbox"/> Athletics _____ ○○○○○	<input checked="" type="checkbox"/> Bureaucracy _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Awareness _____ ○○○○○	<input checked="" type="checkbox"/> Linguistics _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Dodge _____ ○○○○○	<input checked="" type="checkbox"/> Ride _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Larceny _____ ○○○○○	<input checked="" type="checkbox"/> Sail _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Stealth _____ ○○○○○	<input checked="" type="checkbox"/> Socialize _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○

Advantages

Backgrounds	Willpower	Compassion	Temperance
_____ ○○○○○	○○○○○○○○○○○○○○	●○○○○○	●○○○○○
_____ ○○○○○	□□□□□□□□□□	□□□□□	□□□□□
_____ ○○○○○			
_____ ○○○○○			
_____ ○○○○○			
_____ ○○○○○			
_____ ○○○○○			

Limit Break	Conviction	Valor
□□□□□□□□□□	●○○○○○	●○○○○○
	□□□□□	□□□□□

Anima Effects

- Cause Caste Mark to glow brightly for a scene (1 mote)
- Cause anima to glow brightly enough to read by for a scene (1 mote)
- Know precise time of the day for a scene (1 mote)

Can use anima powers to sanctify oaths; it costs 10 motes of Essence and 1 point of Willpower to do so. Breaking the oath results a curse of bad luck (botching as many times as the Solar has Essence, at the worst possible moment). Eclipse Solars are also protected by ancient pacts and spirits, demons and Fair Folk cannot attack the Exalted and his/her companions without just cause while they are on legitimate business with those beings and such creatures are bound by the rules of hospitality. Eclipse Solars can also learn Charms of other types (at double cost).

Essence

○ ○ ○ ○ ○ ○ ○

Personal _____ / _____
Peripheral _____ / _____

Misc: _____

Anima Banner

- ☐ Weak Caste Mark: 1–3 Motes
- ☐ Strong Caste Mark: 4–7 Motes
- ☐ Mild Aura: 8–10 Motes
- ☐ Bonfire Aura: 11–15 Motes
- ☐ Iconic Aura: 16+

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



Charms

Compos

[illegible]

Sorceries

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Expanded Backgrounds

[illegible]

Allies

Backing

Contacts

Familiar

Followers

Influence

Manse

Mentor

Resources

Specialties

[illegible][illegible]



Experience

Total: _____ Total Spent: _____
Spent on: _____

Possessions

Gear (Carried)

Equipment (Owned)

Description

Age: _____
Gender: _____
Hair: _____
Eyes: _____
Skin: _____
Height: _____
Weight: _____
Homeland: _____

Languages

History