



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

Attributes

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

Abilities

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

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

Advantages

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

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)

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

A Twilight Exalted may spend 5 motes of Essence and roll his/her Essence dice to avoid damage from one blow. Each success reduces the damage dealt by one health level.

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



Charmis

Compos

[illegible]

Sorceries

100



Expanded Backgrounds

[illegible]

Allies

Backing

Contacts

Familiar

Followers

Influence

Manse

Mentor

Resources

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"/>
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