



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

Attributes

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

Abilities

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

Use 1 mote of Essence to burn a corpse and send the soul to Heaven and prevent the body from raising as a zombie or ghost. With 5 motes of Essence, a Zenith Exalted can sense the presence of undead or demons within 10 yards; he/she rolls as many dice as he/she has Essence as unsoakable Aggravated damage to these beings. With 10 motes of Essence the Exalted can make his/her anima flare like Dawn Exalted, but the effect applies to demons, ghosts and other such unclean creatures.

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



Charmis

Compos

[illegible]

Sorceries

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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"/>
<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"/>
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Experience

Total: _____ Total Spent: _____
Spent on: _____

Possessions

Gear (Carried)

Equipment (Owned)

Description

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

Languages

History