



Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: _____ 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 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
_____ ○○○○○	○○○○○○○○○○○○	●○○○○	●○○○○
_____ ○○○○○	□□□□□□□□□□	□□□□□	□□□□□
_____ ○○○○○			
_____ ○○○○○			
_____ ○○○○○			
_____ ○○○○○			
_____ ○○○○○			

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

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

Combos

[illegible]

Sorceries

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