



Name:  
Player:  
Caste:

Concept:  
Nature:  
Anima:

### Attributes

Strength ☐ ☐ ☐ ☐ ☐ Charisma ☐ ☐ ☐ ☐ ☐ Perception ☐ ☐ ☐ ☐ ☐  
Dexterity ☐ ☐ ☐ ☐ ☐ Manipulation ☐ ☐ ☐ ☐ ☐ Intelligence ☐ ☐ ☐ ☐ ☐  
Stamina ☐ ☐ ☐ ☐ ☐ Appearance ☐ ☐ ☐ ☐ ☐ Wits ☐ ☐ ☐ ☐ ☐

### Abilities

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

  

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

### Advantages

#### Backgrounds

☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐

#### Willpower

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

#### Limit Break

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

#### Virtues

Compassion  
☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐

Temperance  
☐ ☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐ ☐

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:

–0 Bruised  
–1 Hurt  
–2 Wounded  
–4 Crippled  
Incapacitated

### L:

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ (Dex+12 yds./rd)  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ (Dex+8 yds./rd)  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ (Dex+4 yds./rd)  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

### A:

☐ (Dex yds./rd)  
☐ No movement



## Charmis

\_\_\_\_\_

Compos

[illegible]

## Sorceries

100



## Expanded Backgrounds

[illegible]

## Allies

## Backing

## Contacts

## Familiar

Followers

## Influence

**Manse**

## Mentor

## Resources

## Specialties

[illegible]

**Familiar's name:**

Spd/Atk/Dmg

**Creature:**

### Dodge/Soak

**Willpower:**

Str/Dex/Sta

**Abilities:**

Per/Int/Wit:

### Health Levels:

[illegible]



Experience

Total:  
Spent on:

Total Spent:

Possessions

Gear (Carried)

Equipment (Owned)

Description

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

Languages

History