



Name: \_\_\_\_\_ Concept: \_\_\_\_\_  
Player: \_\_\_\_\_ Nature: \_\_\_\_\_  
Caste: Changing Moon Face/Rank: \_\_\_\_\_  
Totem: \_\_\_\_\_ Renown: \_\_\_\_\_

### Attributes

Strength \_\_\_\_\_ ●○○○○ Charisma \_\_\_\_\_ ●○○○○ Perception \_\_\_\_\_ ●○○○○  
Dexterity \_\_\_\_\_ ●○○○○ Manipulation \_\_\_\_\_ ●○○○○ Intelligence \_\_\_\_\_ ●○○○○  
Stamina \_\_\_\_\_ ●○○○○ Appearance \_\_\_\_\_ ●○○○○ Wits \_\_\_\_\_ ●○○○○

### Abilities

**War** **Life** **Wisdom**

☐ Archery \_\_\_\_\_ ○○○○○ ☐ Craft \_\_\_\_\_ ○○○○○ ☐ Bureaucracy \_\_\_\_\_ ○○○○○  
☐ Athletics \_\_\_\_\_ ○○○○○ ☐ Larceny \_\_\_\_\_ ○○○○○ ☐ Investigation \_\_\_\_\_ ○○○○○  
☐ Awareness \_\_\_\_\_ ○○○○○ ☐ Linguistics \_\_\_\_\_ ○○○○○ ☐ Lore \_\_\_\_\_ ○○○○○  
☐ Brawl \_\_\_\_\_ ○○○○○ ☐ Performance \_\_\_\_\_ ○○○○○ ☐ Medicine \_\_\_\_\_ ○○○○○  
☐ Dodge \_\_\_\_\_ ○○○○○ ☐ Presence \_\_\_\_\_ ○○○○○ ☐ Occult \_\_\_\_\_ ○○○○○  
☐ Endurance \_\_\_\_\_ ○○○○○ ☐ Ride \_\_\_\_\_ ○○○○○  
☐ Martial Arts \_\_\_\_\_ ○○○○○ ☐ Sail \_\_\_\_\_ ○○○○○  
☐ Melee \_\_\_\_\_ ○○○○○ ☐ Socialize \_\_\_\_\_ ○○○○○  
☐ Resistance \_\_\_\_\_ ○○○○○ ☐ Stealth \_\_\_\_\_ ○○○○○  
☐ Thrown \_\_\_\_\_ ○○○○○ ☒ Survival \_\_\_\_\_ ○○○○○

**Other**

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☐ \_\_\_\_\_ ○○○○○  
☐ \_\_\_\_\_ ○○○○○

### Advantages

#### Backgrounds

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#### Willpower

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#### Limit Break

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#### Virtues

**Compassion** **Temperance**  
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**Conviction** **Valor**  
●○○○○ ●○○○○  
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### 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)
- Cause Tell to become unmistakable (1 mote)

• Know precise time of the lunar month, the phase of the moon and the time of the day (1 mote)  
The Lunar can spend 10 motes to transform his/her anima into a veil of illusion, appearing to be anyone the Lunar is familiar with for the rest of the scene. The effect ends if the character's anima banner activates at any level or if the character has significant physical interaction with another intelligent creature. The illusion does not change the character's scent or voice. The Fair Folk are immune to this illusion.

### Essence

● ○ ○ ○ ○ ○

Personal \_\_\_\_\_/\_\_\_\_\_

Peripheral \_\_\_\_\_/\_\_\_\_\_

Misc: \_\_\_\_\_

### Anima Banner

- ☐ 1-3: Visible Caste Mark, Prominent Tell
- ☐ 4-7: Caste Mark Shines, Tell Cannot be Missed; +2 to Stealth Difficulties
- ☐ 8-10: Aura Bright Enough to Read by; Forced to Shift to True Form; Stealth Impossible
- ☐ 11-15: Locked in True Form; Bonfire of Essence
- ☐ 16+: Totemic Aura

### Virtue Flaw

\_\_\_\_\_  
\_\_\_\_\_

### Weapon

Speed Acc Damage Defense Rate Range Notes


### Armor

Type Soak (B/L) Fatigue Mobility Notes


### Movement

Bruised: (Dex+12 yds./rd)

Crippled: (Dex yds./rd)

Hurt: (Dex+8 yds./rd)

Wounded: (Dex+4 yds./rd)

B: \_\_\_\_\_

L: \_\_\_\_\_

A: \_\_\_\_\_

-0 Bruised

-1 Hurt

-2 Wounded

-4 Crippled

Incapacitated

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## Combos

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## Expanded Backgrounds

Artifact	Description

### Allies

### Backing

### Contacts

### Cult

### Familiar

### Followers

### Influence

### Manse

### Mentor

### Resources

### Renown

### Totem

### Specialties

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Heart's Blood  
(Animal)

Heart's Blood  
(Human)

Familiar's name:

Creature:

Str/Dex/Sta

Per/Int/Wit:

Health Levels:

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

Spd/Atk/Dmg

Dodge/Soak

Abilities:

Willpower:

