



Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: Full 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

☐ _____ ○○○○○
☐ _____ ○○○○○
☐ _____ ○○○○○

Advantages

Backgrounds

_____ ○○○○○
_____ ○○○○○
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Willpower

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Limit Break

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Virtues

Compassion **Temperance**
●○○○○ ●○○○○
□□□□ □□□□

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)

Can spend 5 motes of Essence to enhance physical prowess. For the rest of the scene, running and leaping distances are doubled. These bonuses stack with those provided by other Charms, but apply the bonuses separately, not in sequence. A character who doubles the movement twice only moves at triple, not quadruple speed.

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)

Hurt: (Dex+8 yds./rd)

Wounded: (Dex+4 yds./rd)

Crippled: (Dex yds./rd)

B: _____

L: _____

A: _____

-0 Bruised

-1 Hurt

-2 Wounded

-4 Crippled

Incapacitated

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Combos

Sorceries

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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:

