



Name: \_\_\_\_\_ Concept: \_\_\_\_\_  
Player: \_\_\_\_\_ Nature: \_\_\_\_\_  
Caste: \_\_\_\_\_ No Moon Face/Rank: \_\_\_\_\_  
Totem: \_\_\_\_\_ Renown: \_\_\_\_\_

### Attributes

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

### Abilities

War	Life	Wisdom
<input type="checkbox"/> Archery _____ ○○○○○	<input type="checkbox"/> Craft _____ ○○○○○	<input type="checkbox"/> Bureaucracy _____ ○○○○○
<input type="checkbox"/> Athletics _____ ○○○○○	<input type="checkbox"/> Larceny _____ ○○○○○	<input type="checkbox"/> Investigation _____ ○○○○○
<input type="checkbox"/> Awareness _____ ○○○○○	<input type="checkbox"/> Linguistics _____ ○○○○○	<input type="checkbox"/> Lore _____ ○○○○○
<input type="checkbox"/> Brawl _____ ○○○○○	<input type="checkbox"/> Performance _____ ○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○
<input type="checkbox"/> Dodge _____ ○○○○○	<input type="checkbox"/> Presence _____ ○○○○○	<input type="checkbox"/> Occult _____ ○○○○○
<input type="checkbox"/> Endurance _____ ○○○○○	<input type="checkbox"/> Ride _____ ○○○○○	
<input type="checkbox"/> Martial Arts _____ ○○○○○	<input type="checkbox"/> Sail _____ ○○○○○	
<input type="checkbox"/> Melee _____ ○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Resistance _____ ○○○○○	<input type="checkbox"/> Stealth _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Thrown _____ ○○○○○	<input checked="" type="checkbox"/> Survival _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○

### Advantages

Backgrounds	Willpower	Virtues
_____ ○○○○○	_____ ○○○○○○○○○○○	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)
- 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 reduce the amount of Essence needed to cast spells. For each mote the character spends to attune his/her anima, the Essence cost for all spells cast for the rest of the scene is lowered by 1. May not spend more than twice his/her Essence in this fashion during a given scene. The cost of a spell cannot be reduced by more than half (rounded down).

### 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

**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:

