



Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: _____ 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 **Willpower** **Virtues**

_____ ○○○○○ **Compassion** **Temperance**
_____ ○○○○○ ●○○○○ ●○○○○
_____ ○○○○○ □□□□ □□□□
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Limit Break **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)

Essence

○ ○ ○ ○ ○ ○

Personal _____/_____

Peripheral _____/_____

Misc: _____

Anima Banner

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

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:

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Spd/Atk/Dmg

Dodge/Soak

Abilities:

Willpower:

