



Name: \_\_\_\_\_ Concept: \_\_\_\_\_  
Player: \_\_\_\_\_ Nature: \_\_\_\_\_  
Caste: \_\_\_\_\_ Anima: \_\_\_\_\_

### Attributes

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

### Abilities

Journeys		Serenity		Battles	
<input type="checkbox"/> Endurance _____	○○○○○	<input type="checkbox"/> Craft _____	○○○○○	<input checked="" type="checkbox"/> Archery _____	○○○○○
<input type="checkbox"/> Ride _____	○○○○○	<input type="checkbox"/> Dodge _____	○○○○○	<input checked="" type="checkbox"/> Brawl _____	○○○○○
<input type="checkbox"/> Sail _____	○○○○○	<input type="checkbox"/> Linguistics _____	○○○○○	<input checked="" type="checkbox"/> Melee _____	○○○○○
<input type="checkbox"/> Survival _____	○○○○○	<input type="checkbox"/> Performance _____	○○○○○	<input checked="" type="checkbox"/> Presence _____	○○○○○
<input type="checkbox"/> Thrown _____	○○○○○	<input type="checkbox"/> Socialize _____	○○○○○	<input checked="" type="checkbox"/> Resistance _____	○○○○○

  

Secrets		Endings		Other	
<input type="checkbox"/> Investigation _____	○○○○○	<input type="checkbox"/> Athletics _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Larceny _____	○○○○○	<input type="checkbox"/> Awareness _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Lore _____	○○○○○	<input type="checkbox"/> Bureaucracy _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Occult _____	○○○○○	<input type="checkbox"/> Martial Arts _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Stealth _____	○○○○○	<input type="checkbox"/> Medicine _____	○○○○○	<input type="checkbox"/> _____	○○○○○

### Advantages

Backgrounds	Willpower	Virtues	
_____ ○○○○○	○○○○○○○○○○○○ □□□□□□□□□□	Compassion	Temperance
_____ ○○○○○		●○○○○	●○○○○
_____ ○○○○○		□□□□□	□□□□□
_____ ○○○○○			
_____ ○○○○○			

  

Colleges	Paradox	Conviction	Valor
_____ ○○○○○	□□□□□□□□□□	Conviction	Valor
_____ ○○○○○		●○○○○	●○○○○
_____ ○○○○○		□□□□□	□□□□□
_____ ○○○○○			
_____ ○○○○○			

### Resonance Effects

- Cause Caste Mark to glow brightly for a scene.
- Cause anima to glow bright enough to read by for a scene.
- Attune anima to the emanations Heaven, enabling the character to sense nearby gateways, at distance of (permanent essences x 100) feet. It does not reveal its exact location.

The Sidereal can spend 10 notes of essence to reduce the damage of all blows against the Sidereal and his/her allies (within 10 x Essence yards) by one health level, applied after the damage is rolled; this attack cannot reduce an attack's damage below one. The effect of the anima dissipates if a recipient moves out of range of the Exalt employing it.

### Essence

● ○ ○ ○ ○ ○ ○

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

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

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

### Anima Banner

- ☐ 1–3: Glittering Caste Mark
- ☐ 4–7: Faintly burning Caste Mark
- ☐ 8–10: Clearly burning Caste Mark
- ☐ 11–15: Soft halo
- ☐ 16+: Burning halo

### Weapon

Speed Acc Damage Defense Rate Range Notes


### Armor

Type Soak (B/L) Fatigue Mobility Notes


B: \_\_\_\_\_ L: \_\_\_\_\_ A: \_\_\_\_\_  
–0 Bruised □□□□□□□□ (Dex+12 yds./rd)  
–1 Hurt □□□□□□□□ (Dex+8 yds./rd)  
–2 Wounded □□□□□□□□ (Dex+4 yds./rd)  
–4 Crippled □ (Dex yds./rd)  
Incapacitated □ No movement



Charms

[illegible]

## Combos

[illegible]

Sorceries

[illegible]



## Expanded Backgrounds

[illegible]

## Acquaintances

## Allies

## Backing


## Celestial Manse

## Connections

**Manse**


### Salary/Resources

## Savant

**Sifu**


## Specialties

[illegible][illegible]

