



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

### Attributes

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

### Abilities

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

  

Secrets		Endings		Other	
<input type="checkbox"/> Investigation _____	○○○○○	<input checked="" type="checkbox"/> Athletics _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Larceny _____	○○○○○	<input checked="" type="checkbox"/> Awareness _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Lore _____	○○○○○	<input checked="" type="checkbox"/> Bureaucracy _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Occult _____	○○○○○	<input checked="" type="checkbox"/> Martial Arts _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> Stealth _____	○○○○○	<input checked="" 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 character can spend 10 motes of essence to strike the enemy more efficiently: the Sidereal and his/her allies within (10 x Essence) yards can increase their damage by one health level, applied after damage is rolled. This effect cannot increase the damage of an attack that generates no damage successes. The effect of the anima dissipates if the 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]

## Cambas

[illegible]

Sorceries

[illegible]



## Expanded Backgrounds

Artifact	Description

### Acquaintances

### Allies

### Backing


### Celestial Manse

### Connections

### Manse


### Salary/Resources

### Savant

### Sifu


### Specialties

<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Familiar's name:		Spd/Atk/Dmg	
Creature:		Dodge/Soak	Willpower:
Str/Dex/Sta		Abilities:	
Per/Int/Wit:			
Health Levels:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



## Experience

Total: \_\_\_\_\_ Total Spent: \_\_\_\_\_

Spent on: \_\_\_\_\_

---

---

## Possessions

**Gear (Carried)**

### Equipment (Owned)

---

---

---


---

---

---

## Description

Age: \_\_\_\_\_

Gender: \_\_\_\_\_

**Hair:** \_\_\_\_\_

**Eyes:** \_\_\_\_\_

Skin: \_\_\_\_\_

Height: \_\_\_\_\_

---

Homeland: \_\_\_\_\_

## Languages

---

---

---

## History

---

---

---

---

---

---

---

---

---

---

\_\_\_\_\_