



Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: _____ Serenity Anima: _____

Attributes

Strength _____ ●○○○○ Charisma _____ ●○○○○ Perception _____ ●○○○○
Dexterity _____ ●○○○○ Manipulation _____ ●○○○○ Intelligence _____ ●○○○○
Stamina _____ ●○○○○ Appearance _____ ●○○○○ Wits _____ ●○○○○

Abilities

Journeys
☐ Endurance _____ ○○○○○ ☒ Craft _____ ○○○○○
☐ Ride _____ ○○○○○ ☒ Dodge _____ ○○○○○
☐ Sail _____ ○○○○○ ☒ Linguistics _____ ○○○○○
☐ Survival _____ ○○○○○ ☒ Performance _____ ○○○○○
☐ Thrown _____ ○○○○○ ☒ Socialize _____ ○○○○○

Serenity
☐ Athletics _____ ○○○○○
☐ Awareness _____ ○○○○○
☐ Bureaucracy _____ ○○○○○
☐ Martial Arts _____ ○○○○○
☐ Medicine _____ ○○○○○

Battles
☐ Archery _____ ○○○○○
☐ Brawl _____ ○○○○○
☐ Melee _____ ○○○○○
☐ Presence _____ ○○○○○
☐ Resistance _____ ○○○○○

Secrets
☐ Investigation _____ ○○○○○
☐ Larceny _____ ○○○○○
☐ Lore _____ ○○○○○
☐ Occult _____ ○○○○○
☐ Stealth _____ ○○○○○

Endings
☐ Other _____ ○○○○○
☐ Other _____ ○○○○○
☐ Other _____ ○○○○○
☐ Other _____ ○○○○○
☐ Other _____ ○○○○○

Advantages

Backgrounds

Willpower
○○○○○○○○○○○○○○○○
□□□□□□□□□□

Virtues
Compassion ●○○○○ □□□□
Temperance ●○○○○ □□□□

Colleges

Paradox
□□□□□□□□□□

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.

Can spend 10 motes of essence to add a number of successes equal to the Sidereal's Essence to any Performance rolls for the Sidereal and his/her allies within (Essence x 10) yards. 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]

Cambas

[illegible]

Sorceries

[illegible]



Expanded Backgrounds

[illegible]

Acquaintances

Allies

Backing

Celestial Manse

Connections

Manse

Salary/Resources

Savant

Sifu

Specialties

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Experience

Total: _____ Total Spent: _____

Spent on: _____

Possessions

Gear (Carried)

Equipment (Owned)

Description

Age: _____

Gender: _____

Hair: _____

Eyes: _____

Skin: _____

Height: _____

Homeland: _____

Languages

History
