



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

Attributes

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

Abilities

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

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.

May spend 10 notes to triple his/her and allies' running speed; this affects all allies within (Essence x 10) yards. The increased running speed applies not just to people, but to horses and other seeds whose feet touch the ground as they travel. 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

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Armor

Type Soak (B/L) Fatigue Mobility Notes

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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

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Celestial Manse

Connections

Manse

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Salary/Resources

Savant

Sifu

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Specialties

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