



Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: _____ Secrets 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 checked="" type="checkbox"/> Investigation _____	○○○○○	<input type="checkbox"/> Athletics _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input checked="" type="checkbox"/> Larceny _____	○○○○○	<input type="checkbox"/> Awareness _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input checked="" type="checkbox"/> Lore _____	○○○○○	<input type="checkbox"/> Bureaucracy _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input checked="" type="checkbox"/> Occult _____	○○○○○	<input type="checkbox"/> Martial Arts _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input checked="" 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 motes of essence to protect himself/herself and his/her allies from magical mind control or having their thoughts read. The effect dissipates if a recipient moves out of range (10 x Essence yards) 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"/>
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<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
