



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 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 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.

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][illegible][illegible]

Sorceries

[illegible]



Expanded Backgrounds

[illegible]

Acquaintances

Allies

Backing

Celestial Manse

Connections

Manse

Salary/Resources

Savant

Sifu

Specialties

[illegible][illegible]



Experience

Total: _____ Total Spent: _____

Spent on: _____

Possessions

Gear (Carried)

Equipment (Owned)

Description

Age: _____

Gender: _____

Hair: _____

Eyes: _____

Edges: _____
Skin: _____

SKIN: _____
Height: _____

Height: _____
Weight: _____

Weight: _____
 Hamelands: _____

Languages

History
