



NAME: \_\_\_\_\_  
 PLAYER: \_\_\_\_\_  
 CASTE: \_\_\_\_\_

CONCEPT: \_\_\_\_\_  
 MOTIVATION: \_\_\_\_\_  
 ANIMA: \_\_\_\_\_

### ATTRIBUTES

STRENGTH \_\_\_\_\_ 00000 CHARISMA \_\_\_\_\_ 00000 PERCEPTION \_\_\_\_\_ 00000  
 DEXTERITY \_\_\_\_\_ 00000 MANIPULATION \_\_\_\_\_ 00000 INTELLIGENCE \_\_\_\_\_ 00000  
 STAMINA \_\_\_\_\_ 00000 APPEARANCE \_\_\_\_\_ 00000 WITS \_\_\_\_\_ 00000

### ABILITIES

#### DUSK

ARCHERY \_\_\_\_\_ 00000  
 MARTIAL ARTS \_\_\_\_\_ 00000  
 MELEE \_\_\_\_\_ 00000  
 THROWN \_\_\_\_\_ 00000  
 WAR \_\_\_\_\_ 00000

#### MIDNIGHT

INTEGRITY \_\_\_\_\_ 00000  
 PERFORMANCE \_\_\_\_\_ 00000  
 PRESENCE \_\_\_\_\_ 00000  
 RESISTANCE \_\_\_\_\_ 00000  
 SURVIVAL \_\_\_\_\_ 00000

#### DAYBREAK

CRAFT \_\_\_\_\_ 00000  
 INVESTIGATION \_\_\_\_\_ 00000  
 LORE \_\_\_\_\_ 00000  
 MEDICINE \_\_\_\_\_ 00000  
 OCCULT \_\_\_\_\_ 00000

#### DAY

ATHLETICS \_\_\_\_\_ 00000  
 AWARENESS \_\_\_\_\_ 00000  
 DODGE \_\_\_\_\_ 00000  
 LARCENY \_\_\_\_\_ 00000  
 STEALTH \_\_\_\_\_ 00000

#### MOONSHADOW

BUREAUCRACY \_\_\_\_\_ 00000  
 LINGUISTICS \_\_\_\_\_ 00000  
 RIDE \_\_\_\_\_ 00000  
 SAIL \_\_\_\_\_ 00000  
 SOCIALIZE \_\_\_\_\_ 00000

#### SPECIALTIES

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### ADVANTAGES

#### BACKGROUNDS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

#### COMBAT

WEAPON/ATTACK	SPEED	ACCURACY	DAMAGE	DEFENSE	RANGE	RATE
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

### LANGUAGES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### VIRTUES

COMPASSION \_\_\_\_\_ TEMPERANCE \_\_\_\_\_  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

CONVICTION \_\_\_\_\_ VALOR \_\_\_\_\_  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### ANIMA

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### HEALTH

SOAK  
 B \_\_\_\_\_ L \_\_\_\_\_ A \_\_\_\_\_

### RESONANCE

### RESONANCE EFFECTS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

-0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	D.V. EVADE
-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	PARRY
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
-4	<input type="checkbox"/>	MENTAL
INCAPACITATED	<input type="checkbox"/>	

### ESSENCE

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
 PERSONAL \_\_\_\_\_ | \_\_\_\_\_  
 PERIPHERAL \_\_\_\_\_ | \_\_\_\_\_  
 BLOOD FEAST \_\_\_\_\_ | \_\_\_\_\_  
 COMMITTED \_\_\_\_\_

### EXPERIENCE

\_\_\_\_\_







WARSTRIDER

NAME: \_\_\_\_\_ CLASS: \_\_\_\_\_
BASHING/LETHAL SOAK: \_\_\_\_\_ / \_\_\_\_\_ STRENGTH: \_\_\_\_\_ MOBILITY PENALTY: \_\_\_\_\_ FATIGUE: \_\_\_\_\_
ATTUNEMENT COST: \_\_\_\_\_ DESCRIPTION: \_\_\_\_\_

ANCILLARY SYSTEMS:

Table with 3 columns: TYPE, RATING, DESCRIPTION

WEAPONS:

Table with 8 columns: NAME, SPEED, ACCURACY, DAMAGE, DEFENSE, RANGE, RATE

HISTORY

Multiple horizontal lines for writing history.

DESCRIPTION

AGE: \_\_\_\_\_ DATE OF BIRTH: \_\_\_\_\_ HAIR: \_\_\_\_\_ EYES: \_\_\_\_\_ SKIN: \_\_\_\_\_ HOMELAND: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ SEX: \_\_\_\_\_