



NAME: \_\_\_\_\_ CONCEPT: \_\_\_\_\_  
 CASTE: \_\_\_\_\_ ANIMA: \_\_\_\_\_  
 MOTIVATION: \_\_\_\_\_

### ATTRIBUTES

STRENGTH 000000000000 CHARISMA 000000000000 PERCEPTION 000000000000  
 DEXTERITY 000000000000 MANIPULATION 000000000000 INTELLIGENCE 000000000000  
 STAMINA 000000000000 APPEARANCE 000000000000 WITS 000000000000

### ABILITIES

#### DAWN

ARCHERY \_\_\_\_\_ 0000000000  
 MARTIAL ARTS \_\_\_\_\_ 0000000000  
 MELEE \_\_\_\_\_ 0000000000  
 THROWN \_\_\_\_\_ 0000000000  
 WAR \_\_\_\_\_ 0000000000

#### ZENITH

INTEGRITY \_\_\_\_\_ 0000000000  
 PERFORMANCE \_\_\_\_\_ 0000000000  
 PRESENCE \_\_\_\_\_ 0000000000  
 RESISTANCE \_\_\_\_\_ 0000000000  
 SURVIVAL \_\_\_\_\_ 0000000000

#### TWILIGHT

CRAFT \_\_\_\_\_ 0000000000  
 INVESTIGATION \_\_\_\_\_ 0000000000  
 LORE \_\_\_\_\_ 0000000000  
 MEDICINE \_\_\_\_\_ 0000000000  
 OCCULT \_\_\_\_\_ 0000000000

#### NIGHT

ATHLETICS \_\_\_\_\_ 0000000000  
 AWARENESS \_\_\_\_\_ 0000000000  
 DODGE \_\_\_\_\_ 0000000000  
 LARCENY \_\_\_\_\_ 0000000000  
 STEALTH \_\_\_\_\_ 0000000000

#### ECLIPSE

BUREAUCRACY \_\_\_\_\_ 0000000000  
 LINGUISTICS \_\_\_\_\_ 0000000000  
 RIDE \_\_\_\_\_ 0000000000  
 SAIL \_\_\_\_\_ 0000000000  
 SOCIALIZE \_\_\_\_\_ 0000000000

#### SPECIALTIES

\_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000  
 \_\_\_\_\_ 0000000000

### ADVANTAGES

#### BACKGROUNDS

\_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000

#### MERITS & FLAWS

MERIT	COST	FLAW	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

### ESSENCE

0 0 0 0 0 0 0 0 0 0  
 — ESSENCE POOL — ANIMA POOL —

Total Remaining Total Remaining

### ANIMA

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

### LIMIT BREAK

### VIRTUE FLAW

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

### HEALTH

#### SOAK

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

#### D.V.S

Evade  Parry  Mental

-0	Total	Bashing	Lethal	Agg
-1	Total	Bashing	Lethal	Agg
-2	Total	Bashing	Lethal	Agg
-4	Total	Bashing	Lethal	Agg
INC	Total	Bashing	Lethal	Agg

### VIRTUES

COMPASSION 000000

CONVICTION 000000

CUP 000000  
 Soak: \_\_\_\_\_

STAFF 000000  
 Soak: \_\_\_\_\_

TEMPERANCE 000000

VALOR 000000

RING 000000  
 Soak: \_\_\_\_\_

SWORD 000000  
 Soak: \_\_\_\_\_

### WILLPOWER

\_\_\_\_\_ Max \_\_\_\_\_ Remaining



**CHARMS**

NAME	TYPE	DURATION	COST	EFFECT

**COMBOS**

NAME	CHARMS	COST

**COMBAT**

WEAPON/ATTACK	SPEED	ACCURACY	DAMAGE	DEFENSE	RANGE	RATE

**ARMOR**

TYPE: \_\_\_\_\_

SOAK(B/L): \_\_\_\_\_ / \_\_\_\_\_

FATIGUE: \_\_\_\_\_

MOBILITY: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



