



NAME: _____
 PLAYER: _____
 CASTE: _____

CONCEPT: _____
 MOTIVATION: _____
 ANIMA: _____

ATTRIBUTES

STRENGTH _____ OOOOO CHARISMA _____ OOOOO PERCEPTION _____ OOOOO
 DEXTERITY _____ OOOOO MANIPULATION _____ OOOOO INTELLIGENCE _____ OOOOO
 STAMINA _____ OOOOO APPEARANCE _____ OOOOO WITS _____ OOOOO

ABILITIES

JOURNEYS

RIDE _____ OOOOO
 RESISTANCE _____ OOOOO
 SAIL _____ OOOOO
 SURVIVAL _____ OOOOO
 THROWN _____ OOOOO

SERENITY

CRAFT _____ OOOOO
 DODGE _____ OOOOO
 LINGUISTICS _____ OOOOO
 PERFORMANCE _____ OOOOO
 SOCIALIZE _____ OOOOO

BATTLES

ATHLETICS _____ OOOOO
 ARCHERY _____ OOOOO
 MELEE _____ OOOOO
 PRESENCE _____ OOOOO
 WAR _____ OOOOO

SECRETS

INVESTIGATION _____ OOOOO
 LARCENY _____ OOOOO
 LORE _____ OOOOO
 OCCULT _____ OOOOO
 STEALTH _____ OOOOO

ENDINGS

AWARENESS _____ OOOOO
 BUREAUCRACY _____ OOOOO
 INTEGRITY _____ OOOOO
 MARTIAL ARTS _____ OOOOO
 MEDICINE _____ OOOOO

SPECIALTIES

_____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO

ADVANTAGES

BACKGROUNDS

_____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO

CHARMS

NAME	COST	NAME	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WEAPONS

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

VIRTUES

COMPASSION _____ TEMPERANCE _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

CONVICTION _____ VALOR _____
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

ANIMA

HEALTH

SOAK
 B _____ L _____ A _____

LIMIT BREAK

VIRTUE FLAW

-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 _____ | _____
 COMMITTED _____

EXPERIENCE



TOTAL:

ANIMA POOL

Grid of 40 small squares for Anima Pool

ANIMA

SOLAR ANIMA

ANIMA ABILITIES

NOTES

MANIFESTATION

COST

EFFECT

- 1-3, 4-7, 8-10, 11-15, 16+ checkboxes

- Weak Caste Mark, Strong Caste Mark, Mild Aura, Bonfire Aura, Iconic

- 1 Mote Cause Caste Mark to glow for scene.
1 Mote Cause Anima to glow for scene.
1 Mote Know exact time of day innately.

EXPANDED BACKGROUNDS

ALLIES

MENTOR

BACKING

RESOURCES

CONTACTS

OTHER()

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

ARTIFACT RATING EFFECT

HEARTHSTONE ASPECT RATING EFFECT SOCKETED

FAMILIAR

NAME, CREATURE, STR, DEX, STA, PER, INT, WIT, SOAK, EVASIVE/PARRY, WILLPOWER, HEALTH, ATTACK, SPEED, ACCURACY, DAMAGE, RATE

