



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

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

**ATTRIBUTES**

STRENGTH \_\_\_\_\_ ●○○○○ CHARISMA \_\_\_\_\_ ●○○○○ PERCEPTION \_\_\_\_\_ ●○○○○  
 DEXTERITY \_\_\_\_\_ ●○○○○ MANIPULATION \_\_\_\_\_ ●○○○○ INTELLIGENCE \_\_\_\_\_ ●○○○○  
 STAMINA \_\_\_\_\_ ●○○○○ APPEARANCE \_\_\_\_\_ ●○○○○ WITS \_\_\_\_\_ ●○○○○

**ABILITIES**

**DAWN**

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

**ZENITH**

INTEGRITY \_\_\_\_\_ ○○○○○  
 PERFORMANCE \_\_\_\_\_ ○○○○○  
 PRESENCE \_\_\_\_\_ ○○○○○  
 RESISTANCE \_\_\_\_\_ ○○○○○  
 SURVIVAL \_\_\_\_\_ ○○○○○

**TWILIGHT**

CRAFT \_\_\_\_\_ ○○○○○  
 INVESTIGATION \_\_\_\_\_ ○○○○○  
 LORE \_\_\_\_\_ ○○○○○  
 MEDICINE \_\_\_\_\_ ○○○○○  
 OCCULT \_\_\_\_\_ ○○○○○

**NIGHT**

ATHLETICS \_\_\_\_\_ ○○○○○  
 AWARENESS \_\_\_\_\_ ○○○○○  
 DODGE \_\_\_\_\_ ○○○○○  
 LARCENY \_\_\_\_\_ ○○○○○  
 STEALTH \_\_\_\_\_ ○○○○○

**ECLIPSE**

BUREAUCRACY \_\_\_\_\_ ○○○○○  
 LINGUISTICS \_\_\_\_\_ ○○○○○  
 RIDE \_\_\_\_\_ ○○○○○  
 SAIL \_\_\_\_\_ ○○○○○  
 SOCIALIZE \_\_\_\_\_ ○○○○○

**SPECIALTIES**

\_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○

**ADVANTAGES**

**BACKGROUNDS**

\_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○

**CHARMS**

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

**WEAPONS**

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

**WILLPOWER**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**VIRTUES**

COMPASSION ●○○○○ TEMPERANCE ●○○○○

CONVICTION ●○○○○ VALOR ●○○○○

**ANIMA**

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

**HEALTH**

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

**ESSENCE**

● ○ ○ ○ ○ ○ ○

**LIMIT BREAK**

PERSONAL \_\_\_\_\_ | \_\_\_\_\_  
 PERIPHERAL \_\_\_\_\_ | \_\_\_\_\_  
 COMMITTED \_\_\_\_\_

**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"/>	

**EXPERIENCE**

\_\_\_\_\_



TOTAL:

ESSENCE POOL

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

### CHARMS/SORCERY

NAME	TYPE	DURATION	COST	EFFECT
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

### COMBOS

NAME	CHARMS	COST
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

### COMBAT

WEAPON/ATTACK	SPEED	ACCURACY	DAMAGE	DEFENSE	RANGE	RATE

TYPE: \_\_\_\_\_  
 SOAK(B/L): \_\_\_\_\_ / \_\_\_\_\_  
 FATIGUE: \_\_\_\_\_  
 MOBILITY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



