



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

### 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

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

#### MERITS & FLAWS

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

### WEAPONS

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

### HEALTH

#### SOAK

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

#### D.V.s

Evade  Parry  Mental

### VIRTUES

#### COMPASSION

●○○○○

#### TEMPERANCE

●○○○○

#### CONVICTION

●○○○○

#### VALOR

●○○○○

### ESSENCE

● ○ ○ ○ ○ ○ ○

### LIMIT BREAK

### VIRTUE FLAW

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

-0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-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"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
-4					<input type="checkbox"/>
INCAPACITATED					<input type="checkbox"/>

### WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### EXPERIENCE

\_\_\_\_\_



ESSENCE POOL

TOTAL:

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

ANIMA POOL

TOTAL:

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

CHARMS

NAME

TYPE

DURATION

COST

EFFECT

NAME	TYPE	DURATION	COST	EFFECT

COMBOS

NAME

CHARMS

COST

NAME	CHARMS	COST

COMBAT

ARMOR

WEAPON/ATTACK	SPEED	ACCURACY	DAMAGE	DEFENSE	RANGE	RATE

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

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

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

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

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

\_\_\_\_\_

\_\_\_\_\_



