



NAME: _____
PLAYER: _____
CATEGORY: _____
DIVINE PATRON: _____

CONCEPT: _____
ANIMA: _____
CASTE/ASPECT: _____

ATTRIBUTES

- Strength, Dexterity, Stamina, Charisma, Manipulation, Appearance, Perception, Intelligence, Wits

ABILITIES

- Archery, Athletics, Awareness, Brawl, Bureaucracy, Craft, Dodge, Integrity, Investigation, Larceny, Linguistics, Lore, Martial Arts, Medicine, Melee, Occult, Performance, Presence, Resistance, Ride, Sail, Socialize, Stealth, Survival, Thrown, War

SPECIALIZATIONS

- Specialization slots

MERITS

- Merit slots

WILLPOWER

- Willpower slots

LIMIT BREAK

- Limit Break slots

ESSENCE

- Essence slots: Personal, Peripheral, Committed

LIMIT TRIGGER

- Limit Trigger slots

EXPERIENCE

CURRENT: _____ TOTAL: _____

EXIGENT EXPERIENCE

CURRENT: _____ TOTAL: _____

WEAPONS

Table with columns: WEAPON NAME, WIT, DMG, DEC, RNG, TAGS. Includes rows for MORTAL ARCHERY, MORTAL THROWN, ARTIFACT ARCHERY, ARTIFACT THROWN.

ADDITIONAL ABILITIES

- Additional ability slots

HEALTH & DEFENSE

ARMOR, SOAK, HARD, MP, TAGS, PARRY, RESOLVE, EVASION, GUILÉ, RUSH, DISENGAGE, NATURAL SOAK, FINAL SOAK, JOIN BATTLE

HEALTH LEVELS

- Health level slots

Join Battle: Wits + Awareness (plus 3 successes) • Withering attack pool: Dexterity + (Combat Ability) + weapon's accuracy • Decisive attack pool: Dexterity + (Combat Ability) • Defense: Higher of Parry or Evasion • Parry: ((Dexterity + (Combat Ability) / 2, round up) + weapon's defense • Evasion: ((Dexterity + Dodge) / 2, round up) - armor's mobility penalty • Rush: Dexterity + Athletics • Disengage: Dexterity + Dodge • Resolve = ((Wits + Integrity + specialty) / 2, round up) • Guile = ((Manipulation + Socialize + specialty) / 2, round up) • Natural Soak = Stamina • Soak = Stamina + Charms + Armor Soak, defends against Withering attacks • Hardness = Best hardness value from Charm or Armor, if higher than a Decisive attack dice pool, the attack fails. • Every time an opponent attacks a character, that character suffers a cumulative -1 Defense penalty until his next turn.

