



TITLE: \_\_\_\_\_  
 PLAYER: \_\_\_\_\_  
 CASTE: \_\_\_\_\_

CONCEPT: \_\_\_\_\_  
 NATURE: \_\_\_\_\_  
 ANIMA: \_\_\_\_\_

**ATTRIBUTES**

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

**ABILITIES**

**DUSK**

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

**MIDNIGHT**

ENDURANCE \_\_\_\_\_ ○○○○○  
 PERFORMANCE \_\_\_\_\_ ○○○○○  
 PRESENCE \_\_\_\_\_ ○○○○○  
 RESISTANCE \_\_\_\_\_ ○○○○○  
 SURVIVAL \_\_\_\_\_ ○○○○○

**DAYBREAK**

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

**DAY**

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

**MOONSHADOW**

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

**SPECIALTIES**

\_\_\_\_\_ ○○○○○  
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**ADVANTAGES**

**BACKGROUNDS**

\_\_\_\_\_  
 \_\_\_\_\_ ○○○○○  
 \_\_\_\_\_ ○○○○○  
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NAME COST NAME COST  
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**CHARMS**

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**WEAPONS**

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

**WILLPOWER**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**VIRTUES**

COMPASSION ●○○○○ TEMPERANCE ●○○○○

CONVICTION ●○○○○ VALOR ●○○○○

**ANIMA**

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

**HEALTH**

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

**ESSENCE**

● ○ ○ ○ ○ ○ ○ ○  
 PERSONAL \_\_\_\_\_ | \_\_\_\_\_  
 PERIPHERAL \_\_\_\_\_ | \_\_\_\_\_  
 BLOOD FEAST \_\_\_\_\_ | \_\_\_\_\_  
 COMMITTED \_\_\_\_\_

**RESONANCE**

**RESONANCE EFFECTS**

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

-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"/>

**EXPERIENCE**

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



### MERITS & FLAWS

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

### CHARMS/SORCERY

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

### COMBOS

COMBO	CHARMS	COST	COMBO	CHARMS	COST
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

### COMBAT

WEAPON	SPEED	ACURACY	DAMAGE	DEFENSE	RANGE	RATE
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

### ARMOR

ARMOR	TYPE	SOAK(B/L)	FATIGUE	MOBILITY
_____	_____	____/____	_____	_____
_____	_____	____/____	_____	_____
_____	_____	____/____	_____	_____



EXPANDED BACKGROUNDS

ALLIES

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

ABYSSALS COMMAND

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

ARTIFACT

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

CONTACTS

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

FAMILIAR

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

FOLLOWERS

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

INFLUENCE

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

LIEGE

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

MANSE

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

NECROMANCY

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

RESOURCES

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

SPIES

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

UNDERWORLD MANSE

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

WHISPERS

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

POSSESSIONS

GEAR(CARRIED)

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

LANGUAGES

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

EQUIPMENT(OWNED)

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

LANGUAGES

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

DEATHLORD: \_\_\_\_\_

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

