



TITLE: _____
 PLAYER: _____
 CASTE: _____

CONCEPT: _____
 NATURE: _____
 ANIMA: _____

ATTRIBUTES

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

ABILITIES

DUSK

ARCHERY _____ OOOOO
 BRAWL _____ OOOOO
 MARTIAL ARTS _____ OOOOO
 MELEE _____ OOOOO
 THROWN _____ OOOOO

MIDNIGHT

ENDURANCE _____ OOOOO
 PERFORMANCE _____ OOOOO
 PRESENCE _____ OOOOO
 RESISTANCE _____ OOOOO
 SURVIVAL _____ OOOOO

DAYBREAK

CRAFT _____ OOOOO
 INVESTIGATION _____ OOOOO
 LORE _____ OOOOO
 MEDICINE _____ OOOOO
 OCCULT _____ OOOOO

DAY

ATHLETICS _____ OOOOO
 AWARENESS _____ OOOOO
 DODGE _____ OOOOO
 LARCENY _____ OOOOO
 STEALTH _____ OOOOO

MOONSHADOW

BUREAUCRACY _____ OOOOO
 LINGUISTICS _____ OOOOO
 RIDE _____ OOOOO
 SAIL _____ OOOOO
 SOCIALIZE _____ OOOOO

SPECIALTIES

_____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO

ADVANTAGES

BACKGROUNDS

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

NAME COST NAME COST

CHARMS

NAME COST

WEAPONS

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/NECROMANCY

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
_____	_____	____/____	_____	_____
_____	_____	____/____	_____	_____
_____	_____	____/____	_____	_____



THE ABYSSALS

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: _____



HISTORY

DESCRIPTION

AGE: _____

DATE OF BIRTH: _____

HAIR: _____

EYES: _____

SKIN: _____

HOMELAND: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

VISUALS

CHARACTER SKETCH