



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

CONCEPT: \_\_\_\_\_  
 NATURE: \_\_\_\_\_  
 COURT: \_\_\_\_\_

**ATTRIBUTES**

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

**ABILITIES**

**DIPLOMAT**

LINGUISTICS ○○○○○○○  
 OCCULT ○○○○○○○  
 RIDE ○○○○○○○  
 SOCIALIZE ○○○○○○○  
 THROWN ○○○○○○○

**ENTERTAINER**

INVESTIGATION ○○○○○○○  
 LARCENY ○○○○○○○  
 MEDICINE ○○○○○○○  
 PERFORMANCE ○○○○○○○  
 STEALTH ○○○○○○○

**WARRIOR**

ARCHERY ○○○○○○○  
 ATHLETICS ○○○○○○○  
 BRAWL ○○○○○○○  
 MELEE ○○○○○○○  
 PRESENCE ○○○○○○○

**WORKER**

BUREAUCRACY ○○○○○○○  
 CRAFT ○○○○○○○  
 ENDURANCE ○○○○○○○  
 LORE ○○○○○○○  
 MARTIAL ARTS ○○○○○○○

**CASTELESS**

AWARENESS ○○○○○○○  
 DODGE ○○○○○○○  
 RESISTANCE ○○○○○○○  
 SAIL ○○○○○○○  
 SURVIVAL ○○○○○○○

**SPECIALTIES**

○○○○○○○  
 ○○○○○○○  
 ○○○○○○○  
 ○○○○○○○  
 ○○○○○○○

**ADVANTAGES  
CHARMS**

NAME	TYPE	DURATION	COST	Active
_____	_____	_____	_____	<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"/>

**BACKGROUNDS**

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

**WILLPOWER**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**HEALTH**

SOAK

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

-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"/>

**HEART**

● ○ ○ ○ ○

**EXPERIENCE**

**VIRTUES**

COMPASSION   
 CUP  
 CUP SOAK   
  
 CONVICTION   
 CONVICTION   
 STAFF  
 STAFF SOAK   
  
 MANIPULATION   
 TEMPERANCE   
 RING  
 RING SOAK   
  
 INTELLIGENCE   
 VALOR   
 SWORD  
 SWORD SOAK   
  
 DEXTERITY

**ESSENCE**

● ○ ○ ○ ○ ○ ○ ○

TEMPORARY \_\_\_\_\_  
 COMMITTED \_\_\_\_\_



MERITS & FLAWS

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

CHARMS/SORCERY

NAME	TYPE	DURATION	COST	Active
_____	_____	_____	_____	<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"/>

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

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

ARTIFACT

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

BIRTH

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

FAMILIAR

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

FREEHOLD

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

GOSSAMER

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

MANSE

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

MENTOR

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

RETINUE

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

STYLE

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

POSSESSIONS

GEAR(CARRIED)

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

EQUIPMENT(OWNED)

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

EXPERIENCE

TOTAL: \_\_\_\_\_  
TOTAL SPENT: \_\_\_\_\_  
SPENT ON: \_\_\_\_\_

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

MARTIAL ARTS

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

LANGUAGES

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



**HISTORY**

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**DESCRIPTION**

AGE: \_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

SKIN: \_\_\_\_\_

HOMELAND: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

SEX: \_\_\_\_\_

**POX MUTATION**

TAINT NAME	TYPE	COST	DESCRIPTION
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

**VISUALS**  
**CHARACTER SKETCH**