



NAME: _____
 PLAYER: _____
 CASTE: _____

CONCEPT: _____
 NATURE: _____
 ANIMA: _____

ATTRIBUTES

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

ABILITIES

JOURNEYS		SERENITY		BATTLES	
<input type="checkbox"/> ENDURANCE _____	○○○○○	<input type="checkbox"/> CRAFT _____	○○○○○	<input type="checkbox"/> ARCHERY _____	○○○○○
<input type="checkbox"/> RIDE _____	○○○○○	<input type="checkbox"/> DODGE _____	○○○○○	<input type="checkbox"/> BRAWL _____	○○○○○
<input type="checkbox"/> SAIL _____	○○○○○	<input type="checkbox"/> LINGUISTICS _____	○○○○○	<input type="checkbox"/> MELEE _____	○○○○○
<input type="checkbox"/> SURVIVAL _____	○○○○○	<input type="checkbox"/> PERFORMANCE _____	○○○○○	<input type="checkbox"/> PRESENCE _____	○○○○○
<input type="checkbox"/> THROWN _____	○○○○○	<input type="checkbox"/> SOCIALIZE _____	○○○○○	<input type="checkbox"/> RESISTANCE _____	○○○○○
SECRETS		ENDINGS		SPECIALTIES	
<input type="checkbox"/> INVESTIGATION _____	○○○○○	<input type="checkbox"/> ATHLETICS _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> LARCENY _____	○○○○○	<input type="checkbox"/> AWARENESS _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> LORE _____	○○○○○	<input type="checkbox"/> BUREAUCRACY _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> OCCULT _____	○○○○○	<input type="checkbox"/> MARTIAL ARTS _____	○○○○○	<input type="checkbox"/> _____	○○○○○
<input type="checkbox"/> STEALTH _____	○○○○○	<input type="checkbox"/> MEDICINE _____	○○○○○	<input type="checkbox"/> _____	○○○○○

ADVANTAGES

BACKGROUNDS	CHARMS
_____ ○○○○○	NAME COST NAME COST
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
COLLEGES	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____
_____ ○○○○○	_____

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"/>

VIRTUES

COMPASSION ●○○○○ □□□□	TEMPERANCE ●○○○○ □□□□
CONVICTION ●○○○○ □□□□	VALOR ●○○○○ □□□□

ESSENCE

● ○ ○ ○ ○ ○ ○
 PERSONAL _____ | _____
 PERIPHERAL _____ | _____
 COMMITTED _____

WEAPONS

ANIMA

PARADOX

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

AQUAINTANCES

ARTIFACT

BACKING

CELESTIAL MANSE

CONNECTIONS

FAMILIAR(S)

MANSE

SALARY

SIFU

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

LANGUAGES

LANGUAGES

EXPERIENCE

TOTAL: _____
GAINED FROM:

EXPERIENCE

TOTAL SPENT: _____
SPENT ON:



HISTORY

DESCRIPTION

AGE:	_____	_____
DATE OF BIRTH:	_____	_____
HAIR:	_____	_____
EYES:	_____	_____
SKIN:	_____	_____
HOMELAND:	_____	_____
HEIGHT:	_____	_____
WEIGHT:	_____	_____
SEX:	_____	_____

VISUALS

CHARACTER SKETCH