



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

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

### ATTRIBUTES

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

### ABILITIES

#### DAWN

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

#### ZENITH

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

#### TWILIGHT

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

#### NIGHT

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

#### ECLIPSE

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

#### SPECIALTIES

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

### ADVANTAGES

#### BACKGROUNDS

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

NAME	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

#### CHARMS

NAME	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### WEAPONS

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

### WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### VIRTUES

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

### ANIMA

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

### HEALTH

SOAK

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

### ESSENCE

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

### LIMIT BREAK

### VIRTUE FLAW

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

-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

\_\_\_\_\_





EXPANDED BACKGROUNDS

ALLIES

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

ARTIFACT

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

BACKING

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

CONTACTS

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

FAMILIAR

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

FOLLOWERS

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

INFLUENCE

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

MANSE

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

MENTOR

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

RESOURCES

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

POSSESSIONS

GEAR(CARRIED)

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

EQUIPMENT(OWNED)

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

LANGUAGES

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

DERANGEMENTS

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

EXPERIENCE

TOTAL: \_\_\_\_\_  
GAINED FROM:

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

EXPERIENCE

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

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

