



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

CHARMS/SORCERY

NAME	TYPE	DURATION	COST	EFFECT

BACKGROUNDS

 ○○○○○

 ○○○○○

 ○○○○○

 ○○○○○

 ○○○○○

 ○○○○○

 ○○○○○

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

HEALTH

SOAK

B _____ L _____ A _____

VIRTUES

COMPASSION TEMPERANCE
 ●○○○○ ●○○○○

CONVICTION VALOR
 ●○○○○ ●○○○○

ESSENCE

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

ANIMA

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



MERITS & FLAWS

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

COMBOS

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

EXPERIENCE

TOTAL: _____
 GAINED FROM:

EXPERIENCE

TOTAL SPENT: _____
 SPENT ON:

COMBAT

WEAPON	SPEED	ACURACY	DAMAGE	DEFENSE	RANGE	RATE

ARMOR

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



EXPANDED BACKGROUNDS

ALLIES

ARTIFACT

BACKING

CONTACTS

FAMILIAR

FOLLOWERS

INFLUENCE

MANSE

MENTOR

RESOURCES

POSSESSIONS

GEAR(CARRIED)

MISC.

EQUIPMENT(OWNED)

MISC.

LANGUAGES

DERANGEMENTS

NOTES



HISTORY

DESCRIPTION

AGE: _____

DATE OF BIRTH: _____

HAIR: _____

EYES: _____

SKIN: _____

HOMELAND: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

VISUALS

CHARACTER SKETCH