



NAME: _____
 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

DAWN

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

ZENITH

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

TWILIGHT

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

NIGHT

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

ECLIPSE

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

SPECIALTIES

_____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO
 _____ OOOOO

ADVANTAGES

CHARMS/SORCERY

NAME	TYPE	DURATION	COST	EFFECT

BACKGROUNDS

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

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