



NAME: _____ CONCEPT: _____
 PLAYER: _____ NATURE: _____
 CASTE: _____ ANIMA: _____

ATTRIBUTES

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

ABILITIES

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

ADVANTAGES

BACKGROUNDS	NAME	COST	NAME	COST
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____
_____ ○○○○○	_____	_____	_____	_____

WEAPONS

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 _____

ANIMA

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

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:



HISTORY

DESCRIPTION

AGE: _____

DATE OF BIRTH: _____

HAIR: _____

EYES: _____

SKIN: _____

HOMELAND: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

VISUALS

CHARACTER SKETCH