



NAME: \_\_\_\_\_  
 PLAYER: \_\_\_\_\_  
 CONCEPT: \_\_\_\_\_

NATURE: \_\_\_\_\_  
 CASTE: \_\_\_\_\_  
 ANIMA: \_\_\_\_\_

**ATTRIBUTES**

<input type="checkbox"/> STRENGTH _____ ●○○○○○	<input type="checkbox"/> CHARISMA _____ ●○○○○○	<input type="checkbox"/> PERCEPTION _____ ●○○○○○
<input type="checkbox"/> DEXTERITY _____ ●○○○○○	<input type="checkbox"/> MANIPULATION _____ ●○○○○○	<input type="checkbox"/> INTELLIGENCE _____ ●○○○○○
<input type="checkbox"/> STAMINA _____ ●○○○○○	<input type="checkbox"/> APPEARANCE _____ ●○○○○○	<input type="checkbox"/> WITS _____ ●○○○○○

**ABILITIES**

**WARFARE**

ARCHERY \_\_\_\_\_ ○○○○○○  
 ATHLETICS \_\_\_\_\_ ○○○○○○  
 AWARENESS \_\_\_\_\_ ○○○○○○  
 BRAWL \_\_\_\_\_ ○○○○○○  
 DODGE \_\_\_\_\_ ○○○○○○  
 ENDURANCE \_\_\_\_\_ ○○○○○○  
 MARTIAL ARTS \_\_\_\_\_ ○○○○○○  
 MELEE \_\_\_\_\_ ○○○○○○  
 RESISTANCE \_\_\_\_\_ ○○○○○○  
 THROWN \_\_\_\_\_ ○○○○○○

**LABOR**

CRAFT \_\_\_\_\_ ○○○○○○  
 LARCENY \_\_\_\_\_ ○○○○○○  
 LINGUISTICS \_\_\_\_\_ ○○○○○○  
 PERFORMANCE \_\_\_\_\_ ○○○○○○  
 PRESENCE \_\_\_\_\_ ○○○○○○  
 RIDE \_\_\_\_\_ ○○○○○○  
 SAIL \_\_\_\_\_ ○○○○○○  
 SOCIALIZE \_\_\_\_\_ ○○○○○○  
 STEALTH \_\_\_\_\_ ○○○○○○  
 SURVIVAL \_\_\_\_\_ ○○○○○○

**LEARNING**

BUREAUCRACY \_\_\_\_\_ ○○○○○○  
 INVESTIGATION \_\_\_\_\_ ○○○○○○  
 LORE \_\_\_\_\_ ○○○○○○  
 MEDICINE \_\_\_\_\_ ○○○○○○  
 OCCULT \_\_\_\_\_ ○○○○○○

**SPECIALTIES**

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

**ADVANTAGES**

**BACKGROUNDS**

\_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
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NAME	COST
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_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**CHARMS**

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

**CLARITY/DISSONANCE**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**WILLPOWER**

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**VIRTUES**

<b>COMPASSION</b> ●○○○○○ □□□□□	<b>TEMPERANCE</b> ●○○○○○ □□□□□
<b>CONVICTION</b> ●○○○○○ □□□□□	<b>VALOR</b> ●○○○○○ □□□□□

**WEAPONS**

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

**HEALTH**

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

-0	□□□□□
-1	□□□□□
-2	□□□□□
	□□□□□
-4	□
INCAPACITATED	□

**ANIMA**

**ESSENCE**

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

**EXPERIENCE**

\_\_\_\_\_