



NAME: _____
PLAYER: _____
CASTE: _____

CONCEPT: _____
NATURE: _____
FACTION: _____

ATTRIBUTES

STRENGTH _____ OOOOOOOO CHARISMA _____ OOOOOOOO PERCEPTION _____ OOOOOOOO
DEXTERITY _____ OOOOOOOO MANIPULATION _____ OOOOOOOO INTELLIGENCE _____ OOOOOOOO
STAMINA _____ OOOOOOOO APPEARANCE _____ OOOOOOOO WITS _____ OOOOOOOO

ABILITIES

WAR

☐ ARCHERY _____ OOOOOOOO
☐ ATHLETICS _____ OOOOOOOO
☐ AWARENESS _____ OOOOOOOO
☐ DODGE _____ OOOOOOOO
☐ ENDURANCE _____ OOOOOOOO
☐ MARTIAL ARTS _____ OOOOOOOO
☐ MELEE _____ OOOOOOOO
☐ RESISTANCE _____ OOOOOOOO
☐ THROWN _____ OOOOOOOO
☐ WAR _____ OOOOOOOO

LIFE

☐ CRAFT _____ OOOOOOOO
☐ LARCENY _____ OOOOOOOO
☐ LINGUISTICS _____ OOOOOOOO
☐ PERFORMANCE _____ OOOOOOOO
☐ PRESENCE _____ OOOOOOOO
☐ RIDE _____ OOOOOOOO
☐ SAIL _____ OOOOOOOO
☐ SOCIALIZE _____ OOOOOOOO
☐ STEALTH _____ OOOOOOOO
☐ SURVIVAL _____ OOOOOOOO

WISDOM

☐ BUREAUCRACY _____ OOOOOOOO
☐ INVESTIGATION _____ OOOOOOOO
☐ LORE _____ OOOOOOOO
☐ MEDICINE _____ OOOOOOOO
☐ OCCULT _____ OOOOOOOO

SPECIALTIES

☐ _____ OOOOOOOO
☐ _____ OOOOOOOO
☐ _____ OOOOOOOO

ADVANTAGES

BACKGROUNDS

_____ OOOOOO
_____ OOOOOO
_____ OOOOOO
_____ OOOOOO
_____ OOOOOO
_____ OOOOOO
_____ OOOOOO
_____ OOOOOO
_____ OOOOOO
_____ OOOOOO

NAME

CHARMS

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

WEAPONS

WILLPOWER

OOOOOOOOOO
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

HEALTH

SOAK

B _____ L _____ A _____

NOTES

DIVERGENCE

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VIRTUES

COMPASSION	TEMPERANCE
OOOOO	OOOOO
□□□□□	□□□□□
CONVICTION	VALOR
OOOOO	OOOOO
□□□□□	□□□□□

ESSENCE

OOOOOOO

TEMPORARY _____
COMMITTED _____

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

DESCRIPTION

VISUALS

VISUALS

CHARACTER SKETCH