

NATURE: _____
 CASTE: _____
 ANIMA: _____

ATTRIBUTES

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

ABILITIES

WARFARE

ARCHERY	_____	OOOOO
ATHLETICS	_____	OOOOO
AWARENESS	_____	OOOOO
BRAWL	_____	OOOOO
DODGE	_____	OOOOO
ENDURANCE	_____	OOOOO
MARTIAL ARTS	_____	OOOOO
MELLEE	_____	OOOOO
RESISTANCE	_____	OOOOO
THROWN	_____	OOOOO

LABOR

CRAFT	OOOOO
LARCENY	OOOOO
LINGUISTICS	OOOOO
PERFORMANCE	OOOOO
PRESENCE	OOOOO
RIDE	OOOOO
SAIL	OOOOO
SOCIALIZE	OOOOO
STEALTH	OOOOO
SURVIVAL	OOOOO

LEARNING

BUREAUCRACY_____OOOOO
INVESTIGATION_____OOOOO
LORE_____OOOOO
MEDICINE_____OOOOO
OCCULT_____OOOOO

SPECIALTIES

_____ OOOOO

_____ OOOOO

_____ OOOOO

ADVANTAGES

BACKGROUNDS

[illegible]

CHARMS

[illegible]

CLARITY/DISSONANCE

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □

VIRTUES

COMPASSION TEMPERANCE
 ● ○ ○ ○ ○ ● ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

WEAPONS

HEALTH

SOAK

B _____ l _____ A _____

VALOR

CONVICTION VALOR

● ○ ○ ○ ○ ● ○ ○ ○ ○

□ □ □ □ □ □ □ □ □ □

■ ESSENCE

● ○ ○ ○ ○ ○

PERSONAL _____|_____

PERIPHERAL _____|_____

COMMITTED _____

ANIMA

-0	☐	☐	☐	☐	☐
-1	☐	☐	☐	☐	☐
-2	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐
-4					☐
INCAPACITATED					☐

EXPERIENCE

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

LANGUAGES

EXPERIENCE

TOTAL: _____
GAINED FROM: _____

EXPERIENCE

TOTAL SPENT: _____
SPENT ON: _____



HISTORY

[illegible]

DESCRIPTION

AGE:	
DATE OF BIRTH:	
HAIR:	
EYES:	
SKIN:	
HOMELAND:	
HEIGHT:	
WEIGHT:	
SEX:	

VISUALS

CHARACTER SKETCH