



THE SOLARS

NAME: _____
PLAYER: _____
CASTE: _____

CONCEPT: _____
MOTIVATION: _____
ANIMA: _____

ATTRIBUTES

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

ABILITIES

DAWN

☐ ARCHERY _____ ○○○○○
☐ MARTIAL ARTS _____ ○○○○○
☐ MELEE _____ ○○○○○
☐ THROWN _____ ○○○○○
☐ WAR _____ ○○○○○

ZENITH

☐ INTEGRITY _____ ○○○○○
☐ PERFORMANCE _____ ○○○○○
☐ PRESENCE _____ ○○○○○
☐ RESISTANCE _____ ○○○○○
☐ SURVIVAL _____ ○○○○○

TWILIGHT

☐ CRAFT _____ ○○○○○
☐ INVESTIGATION _____ ○○○○○
☐ LORE _____ ○○○○○
☐ MEDICINE _____ ○○○○○
☐ OCCULT _____ ○○○○○

NIGHT

☐ ATHLETICS _____ ○○○○○
☐ AWARENESS _____ ○○○○○
☐ DODGE _____ ○○○○○
☐ LARCENY _____ ○○○○○
☐ STEALTH _____ ○○○○○

ECLIPSE

☐ BUREAUCRACY _____ ○○○○○
☐ LINGUISTICS _____ ○○○○○
☐ RIDE _____ ○○○○○
☐ SAIL _____ ○○○○○
☐ SOCIALIZE _____ ○○○○○

SPECIALTIES

☐ _____ ○○○○○
☐ _____ ○○○○○
☐ _____ ○○○○○
☐ _____ ○○○○○
☐ _____ ○○○○○

COMBAT

WEAPON/ATTACK SPEED ACCURACY DAMAGE DEFENSE RANGE RATE

_____	_____	____/____	____/____	____/____	_____	_____
_____	_____	____/____	____/____	____/____	_____	_____
_____	_____	____/____	____/____	____/____	_____	_____
_____	_____	____/____	____/____	____/____	_____	_____
_____	_____	____/____	____/____	____/____	_____	_____
_____	_____	____/____	____/____	____/____	_____	_____
_____	_____	____/____	____/____	____/____	_____	_____
_____	_____	____/____	____/____	____/____	_____	_____

ARMOR

TYPE: _____
SOAK(B/L): _____/_____
FATIGUE: _____
MOBILITY: _____
DESCRIPTION: _____

ANIMA

HEALTH

SOAK B _____ L _____ A _____
HARDNESS B _____ L _____ A _____

WILLPOWER

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

VIRTUES

COMPASSION TEMPERANCE
●○○○○ ●○○○○
□□□□□ □□□□□
CONVICTION VALOR
●○○○○ ●○○○○
□□□□□ □□□□□

ESSENCE

● ○ ○ ○ ○ ○ ○

D.V.s

Mental Parry _____
Mental Evade _____
Parry _____
Evade _____

PMDV (Cha+Man+Inv/Perf/Pres)/2
DMDV (Willpower+Integrity+Ess)/2
PDV (Dex+Ability+Weapon+Item)/2
DDV (Dex+Dodge+Essence+Item)/2

LIMIT BREAK

□ □ □ □ □ □ □ □ □ □ □ □ □ □

VIRTUE FLAW

EXPERIENCE

-0 □ □ □ □ □

-1 □ □ □ □ □

□ □ □ □ □

-2 □ □ □ □ □

□ □ □ □ □

-4 □

INCAPACITATED □

DHL □ □ □ □ □



Horizontal Jump

Vertical Jump

Move

Dash

Lift

SOLAR ANIMA

ANIMA ABILITIES

MANIFESTATION

COST

EFFECT

- | | | |
|--------------------------|-------|-------------------|
| <input type="checkbox"/> | 1-3 | Weak Caste Mark |
| <input type="checkbox"/> | 4-7 | Strong Caste Mark |
| <input type="checkbox"/> | 8-10 | Mild Aura |
| <input type="checkbox"/> | 11-15 | Bonfire Aura |
| <input type="checkbox"/> | 16+ | Iconic |

- | | | |
|---|------|-------------------------------------|
| 1 | Mote | Cause Caste Mark to glow for scene. |
| 1 | Mote | Cause Anima to glow for scene. |
| 1 | Mote | Know exact time of day innately. |
| — | Mote | _____ |
| | Mote | _____ |

BACKGROUNDS

SPECIALTIES

[illegible][illegible]

INTIMACIES

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

_____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO
 _____ OOOOOOOOOO

FAMILIAR

NAME: _____ CREATURE: _____

STR: DEX: STA: CHA: MAN: APP: INT: PER: WIT:

SOAK: _____/_____/_____ EVADE/PARRY: _____/_____ WILLPOWER: _____/_____

HEALTH:

ESSENCE: _____ ESSENCE POOL: _____/_____ CONVICTION: _____/_____ VALOR: _____/_____ COMPASSION: _____/_____ TEMPERANCE: _____/_____

ABILITIES _____

WEAPON/ATTACK

SPEED

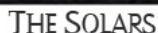
ACCURACY

DAMAGE

DEFENSE

RANGE

RATE



TOTAL:

11

ANJMA POOL (PERIPHERAL)

TOTAL:

TOTAL:

11

NAME _____

TYPE

DURATION

COST

EFFECT

[illegible]

NAME _____

CHARMS

COST

[illegible]

BACKGROUNDS

MERITS & FLAWS

MERIT

COST

FLAW

COST

[illegible]



ACTIVE Manse + Cult + Other = Total

* 1/2 in Shadowlands

EFFECT

[illegible]

EFFECT

[illegible]

SOCKETED

[illegible]



CHARACTER

[illegible]

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

GEAR(CARRIED)

[illegible][illegible][illegible]