NAME: _____ CONCEPT: _____
PLAYER: _____ MOTIVATION: _____
CASTE: _____ ANIMA: _____
AGE: ____ HAIR: _____ EYES: _____ BODY: _____

VIRTUES

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

WILLPOWER

○○○○○○○○○○ □□□□□□□□□□

ESSENCE

●○○○○○

PERSONAL
PERIPHERAL
COMMITED

LIMIT

□□□□□□□□□□

VIRTUE FLAW

_____
_____
_____

SPECIALITIES

_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○
_____ ○○○

ATTRIBUTES

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

ABILITIES

	1st Excellency	2nd excellency	3rd Excellency	INFINITE MASTERY	ESSENCE FLOW	
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_____	○	○	○	○	○	○○○○○

CRAFT

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

JOIN BATTLE _____
JOIN DEBATE _____
JOIN WAR _____

DODGE DV _____
PARRY DV _____
DODGE MDV _____
PARRY MDV _____

WEAPONS

NAME: _____

SPD	ACC	DAM	DEF	RATE	RANGE	TYPE

NAME: _____

SPD	ACC	DAM	DEF	RATE	RANGE	TYPE

NAME: _____

SPD	ACC	DAM	DEF	RATE	RANGE	TYPE

ARMOR

	SOAK	MOB	FAT	HRD

SOAK

ARMOR SOAK B ____ L ____ A ____
NATURAL SOAK B ____ L ____ A ____
TOTAL SOAK B ____ L ____ A ____

ANIMA EFFECTS

- Cause Caste Mark to glow brightly (1 mote)
- Cause Anima to glow brightly enough to read by for a scene (1 mote)
- _____

HEALTH

0 BRUISED_____ □□□□□□
-1 HURT_____ □□□□□□□□□□□□
-2 WOUNDED_____ □□□□□□□□□□□□
-4 CRIPPLED_____ □
X INCAPACITATED_ □

Attributes: 8/6/4, Abilities 28 (10 must be from caste and favored), Backgrounds 7, Charms 10, Virtues 5, Essence 2, Willpower (add 2 highest virtues), Personal Essence ([Ess x3] + WP), Peripheral Essence ([Ess x7] + WP +sum of virtues), Health 7 (+ charms) , Bonus Points 15 (Att4/Abl2 (1 if caste or favored)/Bg1 (2 if raised above3)/Vir 3/WP 2/Ess 10/Chm 5 (4 if caste or favored)/Intim 3 to increase to (WP+Comp)

Intimacies

Backgrounds

Allies ○○○○○
Artifact ○○○○○
Backing ○○○○○
Contacts ○○○○○
Cult ○○○○○
Familiar ○○○○○
Followers ○○○○○
Influence ○○○○○
Manse ○○○○○
Mentor ○○○○○
Resources ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Charms

Name	Cost	Duration	Type	Effect	Page

Combos

Combo	Charm	Cost

Merits & Flaws

Experience

Total

Left

Notes

Items

Languages

High Realm ☐ Old Realm ☐ Low Realm ☐ Riverspeak ☐ Seatongue ☐
Guild Cant ☐ Forest-Tongue ☐ Skytongue ☐ Flametongue ☐ Tribal ☐