



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

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

ADVANTAGES

BACKGROUNDS

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

NAME COST

CHARMS

NAME COST

WEAPONS

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

HEALTH

SOAK

B _____ L _____ A _____

ANIMA

LIMIT BREAK

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

VIRTUE FLAW

-0	☐ ☐ ☐ ☐ ☐	D.V. EVADE
-1	☐ ☐ ☐ ☐ ☐	
-2	☐ ☐ ☐ ☐ ☐	PARRY
	☐ ☐ ☐ ☐ ☐	
-4	☐	MENTAL
INCAPACITATED	☐	

VIRTUES

COMPASSION

●○○○○
☐ ☐ ☐ ☐ ☐

TEMPERANCE

●○○○○
☐ ☐ ☐ ☐ ☐

CONVICTION

●○○○○
☐ ☐ ☐ ☐ ☐

VALOR

●○○○○
☐ ☐ ☐ ☐ ☐

ESSENCE

● ○ ○ ○ ○ ○ ○

PERSONAL _____ | _____

PERIPHERAL _____ | _____

COMMITTED _____

EXPERIENCE

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[illegible][illegible][illegible][illegible]

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



THE SOLARS

TOTAL:

ANIMA POOL

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

ANIMA

SOLAR ANIMA

NOTES

MANIFESTATION

- | | |
|--------------------------------|-------------------|
| ☐ 1-3 | Weak Caste Mark |
| ☐ 4-7 | Strong Caste Mark |
| ☐ 8-10 | Mild Aura |
| ☐ 11-15 | Bonfire Aura |
| ☐ 16+ | Iconic |

ANIMA ABILITIES

COST

EFFECT

- | | | |
|---|------|-------------------------------------|
| 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 | _____ |

EXPANDED BACKGROUNDS

ALLIES

MENTOR

BACKING

RESOURCES

CONTACTS

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

ARTIFACT

RATING

EFFECT

HEARTHSTONE

ASPECT

RATING

EFFECT

SOCKETED

FAMILIAR

NAME: _____

CREATURE: _____

STR: _____

DEX: _____

STA: _____

PER: _____

INT: _____

WIT: _____

SOAK: _____

EVASD/PARRY: _____/_____

WILLPOWER: _____

HEALTH: _____

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
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ATTACK

SPEED

ACCURACY

DAMAGE

RATE



Horizontal Jump

Vertical Jump

MoveDashLift[illegible]

[illegible]

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.