Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: _____ Anima: _____

## Attributes

| | | | | | |
|---|---|---|---|---|---|
| Strength | ●○○○○ | Charisma | ●○○○○ | Perception | ●○○○○ |
| Dexterity | ●○○○○ | Manipulation | ●○○○○ | Intelligence | ●○○○○ |
| Stamina | ●○○○○ | Appearance | ●○○○○ | Wits | ●○○○○ |

## Abilities

| Dawn | | Zenith | | Twilight | |
|---|---|---|---|---|---|
| ☐ Archery | ○○○○○ | ☐ Endurance | ○○○○○ | ☐ Crafts | ○○○○○ |
| ☐ Brawl | ○○○○○ | ☐ Performance | ○○○○○ | ☐ Investigation | ○○○○○ |
| ☐ Martial Arts | ○○○○○ | ☐ Presence | ○○○○○ | ☐ Lore | ○○○○○ |
| ☐ Melee | ○○○○○ | ☐ Resistance | ○○○○○ | ☐ Medicine | ○○○○○ |
| ☐ Thrown | ○○○○○ | ☐ Survival | ○○○○○ | ☐ Occult | ○○○○○ |
| **Night** | | **Eclipse** | | **Other** | |
| ☐ Athletics | ○○○○○ | ☐ Bureaucracy | ○○○○○ | ☐ | ○○○○○ |
| ☐ Awareness | ○○○○○ | ☐ Linguistics | ○○○○○ | ☐ | ○○○○○ |
| ☐ Dodge | ○○○○○ | ☐ Ride | ○○○○○ | ☐ | ○○○○○ |
| ☐ Larceny | ○○○○○ | ☐ Sail | ○○○○○ | ☐ | ○○○○○ |
| ☐ Stealth | ○○○○○ | ☐ Socialize | ○○○○○ | ☐ | ○○○○○ |

## Advantages

**Backgrounds**

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

**Willpower**

○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐

**Limit Break**

☐☐☐☐☐☐☐☐☐☐

**Virtues**

| Compassion | Temperance |
|---|---|
| ●○○○○ | ●○○○○ |
| ☐☐☐☐☐ | ☐☐☐☐☐ |

| Conviction | Valor |
|---|---|
| ●○○○○ | ●○○○○ |
| ☐☐☐☐☐ | ☐☐☐☐☐ |

**Anima Effects**

- Cause Caste Mark to glow brightly for a scene (1 mote)
- Cause anima to glow brightly enough to read by for a scene (1 mote)
- Know precise time of the day for a scene (1 mote)

_____
_____
_____
_____
_____

**Essence**

○ ○ ○ ○ ○ ○

Personal _____/_____ _____
Peripheral _____/_____ _____

Misc: _____
_____

**Anima Banner**

☐ Weak Caste Mark: 1–3 Motes
☐ Strong Caste Mark: 4–7 Motes
☐ Mild Aura: 8–10 Motes
☐ Bonfire Aura: 11–15 Motes
☐ Iconic Aura: 16+

**Virtue Flaw**

_____
_____

| Weapon | Speed | Acc | Damage | Defense | Rate | Range | Notes |
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| Armor | Type | Soak (B/L) | Fatigue | Mobility | Notes |
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B: _____ L: _____ A: _____

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|---|---|---|
| –0 Bruised | ☐☐☐☐☐☐☐☐☐☐ | (Dex+12 yds./rd) |
| –1 Hurt | ☐☐☐☐☐☐☐☐☐☐ | (Dex+8 yds./rd) |
| –2 Wounded | ☐☐☐☐☐☐☐☐☐☐ | (Dex+4 yds./rd) |
| | ☐☐☐☐☐☐☐☐☐☐ | |
| –4 Crippled | | ☐ (Dex yds./rd) |
| Incapacitated | | ☐ No movement |

## Charms

| Charm | Cost | Duration | Type | Effect |
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## Combos

| Combo | Cost | Charms |
|---|---|---|
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## Sorceries

| Sorcery | Cost | Duration | Type | Effect |
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## Expanded Backgrounds

| Artifact | Description |
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| Allies | Backing | Contacts |
|---|---|---|
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| Familiar | Followers | Influence |
|---|---|---|
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| Manse | Mentor | Resources |
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### Specialties

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|---|---|---|---|---|---|
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |
| ☐ | _____ | ○ ○ ○ | ☐ | _____ | ○ ○ ○ |

Familiar's name: _____ Spd/Atk/Dmg _____

Creature: _____ Dodge/Soak _____ Willpower: _____

Str/Dex/Sta _____ Abilities: _____

Per/Int/Wit: _____ _____

Health Levels: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## Experience

Total: _____ Total Spent: _____

Spent on: _____

## Possessions

| Gear (Carried) | Equipment (Owned) |
| --- | --- |
| | |

## Description

Age: _____

Gender: _____

Hair: _____

Eyes: _____

Skin: _____

Height: _____

Weight: _____

Homeland: _____

## Languages

## History