Name: _____ Concept: _____
Player: _____ Nature: _____
Aspect: _____ House: _____

Attributes

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

Abilities

Air		Earth		Fire	
☐ Linguistics	○○○○○	☐ Awareness	○○○○○	☐ Athletics	○○○○○
☐ Lore	○○○○○	☐ Craft	○○○○○	☐ Dodge	○○○○○
☐ Occult	○○○○○	☐ Endurance	○○○○○	☐ Melee	○○○○○
☐ Stealth	○○○○○	☐ Martial Arts	○○○○○	☐ Presence	○○○○○
☐ Thrown	○○○○○	☐ Resistance	○○○○○	☐ Socialize	○○○○○
Water		**Wood**		**Other**	
☐ Brawl	○○○○○	☐ Archery	○○○○○	☐	○○○○○
☐ Bureaucracy	○○○○○	☐ Medicine	○○○○○	☐	○○○○○
☐ Investigation	○○○○○	☐ Performance	○○○○○	☐	○○○○○
☐ Larceny	○○○○○	☐ Ride	○○○○○	☐	○○○○○
☐ Sail	○○○○○	☐ Survival	○○○○○	☐	○○○○○

Advantages

Backgrounds

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

Willpower

○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐

Virtues

Compassion	Temperance
●○○○○	●○○○○
☐☐☐☐☐	☐☐☐☐☐
Conviction	**Valor**
●○○○○	●○○○○
☐☐☐☐☐	☐☐☐☐☐

Anima Effects

_____
_____
_____
_____
_____
_____
_____
_____
_____

Essence

○ ○ ○ ○ ○ ○

Personal _____/_____ _____
Peripheral _____/_____ _____

Misc: _____
_____

Anima Banner

_____
_____
_____
_____
_____

Virtue Flaw

_____
_____

Weapon	Speed	Acc	Damage	Defense	Rate	Range	Notes

Armor	Type	Soak (B/L)	Fatigue	Mobility	Notes

B: _____ L: _____ A: _____

–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

Combos

Combo	Cost	Charms

Sorceries

Sorcery	Cost	Duration	Type	Effect

Expanded Backgrounds

Artifact	Description

Allies	Backing	Breeding

Command	Connections	Family

Henchmen	Manse	Mentor

Reputation	Resources	Retainers

Specialties

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

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: _____

Family: _____

Languages

History