



Name:  
Player:  
Caste:  
Totem:

Concept:  
Nature:  
Face/Rank:  
Renown:

### Attributes

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

### Abilities

War	Life	Wisdom
<input type="checkbox"/> Archery _____ ○○○○○	<input type="checkbox"/> Craft _____ ○○○○○	<input type="checkbox"/> Bureaucracy _____ ○○○○○
<input type="checkbox"/> Athletics _____ ○○○○○	<input type="checkbox"/> Larceny _____ ○○○○○	<input type="checkbox"/> Investigation _____ ○○○○○
<input type="checkbox"/> Awareness _____ ○○○○○	<input type="checkbox"/> Linguistics _____ ○○○○○	<input type="checkbox"/> Lore _____ ○○○○○
<input type="checkbox"/> Brawl _____ ○○○○○	<input type="checkbox"/> Performance _____ ○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○
<input type="checkbox"/> Dodge _____ ○○○○○	<input type="checkbox"/> Presence _____ ○○○○○	<input type="checkbox"/> Occult _____ ○○○○○
<input type="checkbox"/> Endurance _____ ○○○○○	<input type="checkbox"/> Ride _____ ○○○○○	
<input type="checkbox"/> Martial Arts _____ ○○○○○	<input type="checkbox"/> Sail _____ ○○○○○	
<input type="checkbox"/> Melee _____ ○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○	<input type="checkbox"/> Other _____ ○○○○○
<input type="checkbox"/> Resistance _____ ○○○○○	<input type="checkbox"/> Stealth _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input type="checkbox"/> Thrown _____ ○○○○○	<input type="checkbox"/> Survival _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○

### Advantages

#### Backgrounds

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○○○○○  
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○○○○○  
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#### Willpower

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#### 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)
- Cause Tell to become unmistakable (1 mote)
- Know precise time of the lunar month, the phase of the moon and the time of the day (1 mote)

### Essence

○ ○ ○ ○ ○ ○

Personal

/

Peripheral

/

Misc:

### Anima Banner

Visible Caste Mark, Prominent Tell: 1–3 Motes  
Caste Mark Shines, Tell Cannot be Missed; +2 to Stealth  
Difficulties: 4–7 Motes  
Aura Bright Enough to Read by; Forced to Shift to True Form; Stealth Impossible: 8–10 Motes  
Locked in True Form; Bonfire of Essence: 11–15 Motes  
Totemic Aura: 16+

### Virtue Flaw

### Weapon

Speed Acc Damage Defense Rate Range Notes


### Armor

Type Soak (B/L) Fatigue Mobility Notes


### Movement

Bruised: (Dex+12 yds./rd)  
Hurt: (Dex+8 yds./rd)  
Wounded: (Dex+4 yds./rd)

Crippled: (Dex yds./rd)

B:

–0 Bruised  
–1 Hurt  
–2 Wounded

L:

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A:

–4 Crippled  
Incapacitated

□

□

## Combos

Sorceries

.....



## Expanded Backgrounds

Artifact	Description

Allies

Backing

Contacts

Cult

Familiar

Followers

Influence

Manse

Mentor

Resources

Renown

Totem

## Specialties

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Heart's Blood  
(Animal)

Heart's Blood  
(Human)

Familiar's name:

Creature:

Str/Dex/Sta

Per/Int/Wit:

Health Levels:

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

Spd/Atk/Dmg

Dodge/Soak

Abilities:

Willpower:



## Experience

Total:  
Spent on:

Total Spent:

## Possessions

Gear (Carried)

Equipment (Owned)

## Description

Age:  
Gender:  
Hair:  
Eyes:  
Skin:  
Height:  
Weight:  
Homeland:

## Languages

## History