



NAME: \_\_\_\_\_ CONCEPT: \_\_\_\_\_  
PLAYER: \_\_\_\_\_ NATURE: \_\_\_\_\_  
CASTE: \_\_\_\_\_ FACE/RANK: \_\_\_\_\_  
TOTEM: \_\_\_\_\_ 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"/> RESISTANCE _____ ○○○○○   | <input type="checkbox"/> STEALTH _____ ○○○○○     |  |
| <input type="checkbox"/> THROWN _____ ○○○○○       | <input type="checkbox"/> SURVIVAL _____ ○○○○○    |  |

**SPECIALTIES**

☐ \_\_\_\_\_ ○○○○○  
☐ \_\_\_\_\_ ○○○○○  
☐ \_\_\_\_\_ ○○○○○

## ADVANTAGES

| BACKGROUNDS | CHARMS                |
|-------------|-----------------------|
| _____ ○○○○○ | Name _____ Cost _____ |
| _____ ○○○○○ | _____                 |
| _____ ○○○○○ | _____                 |
| _____ ○○○○○ | _____                 |
| _____ ○○○○○ | _____                 |
| _____ ○○○○○ | _____                 |
| _____ ○○○○○ | _____                 |
| _____ ○○○○○ | _____                 |
| _____ ○○○○○ | _____                 |
| _____ ○○○○○ | _____                 |

## WEAPONS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## WILLPOWER

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

## VIRTUES

|  |   |
|--|---|
| COMPASSION<br>●○○○○<br>□□□□<br>SUCCOR: _____ | TEMPERANCE<br>●○○○○<br>□□□□<br>CUNNING: _____ |
| CONVICTION<br>●○○○○<br>□□□□<br>METTLE: _____ | VALOR<br>●○○○○<br>□□□□<br>GLORY: _____        |

## ANIMA

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## HEALTH

SOAK  
B \_\_\_\_\_ L \_\_\_\_\_ A \_\_\_\_\_

## ESSENCE

● ○ ○ ○ ○ ○ ○  
PERSONAL \_\_\_\_\_ | \_\_\_\_\_  
PERIPHERAL \_\_\_\_\_ | \_\_\_\_\_  
COMMITTED \_\_\_\_\_

## LIMIT BREAK

□ □ □ □ □ □ □ □ □ □ □ □

## VIRTUE FLAW

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

|               |                     |
|---------------|---------------------|
| -0            | □ □ □ □ □ □ □ □ □ □ |
| -1            | □ □ □ □ □ □ □ □ □ □ |
|               | □ □ □ □ □ □ □ □ □ □ |
| -2            | □ □ □ □ □ □ □ □ □ □ |
|               | □ □ □ □ □ □ □ □ □ □ |
| -4            | □                   |
| INCAPACITATED | □                   |

## EXPERIENCE

\_\_\_\_\_