Name: *Dianlidh*
Player: *Phil*
Concept: *Slave Girl*

Nature: *Survivor*
Caste: *Night*
Anima: *Cloaked Angel*

Attributes

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

Abilities

Dawn

☐	Archery	+____	●○○○○
☐	Brawl	+____	●○○○○
☒	Martial Arts	+____	●○○○○
☐	Melee	+____	●○○○○
☐	Throw	+____	●○○○○

Zenith

☒	Endurance	+____	●●○○○
☐	Performance	+____	●○○○○
☐	Presence	+____	○○○○○
☒	Resistance	+____	●●○○○
☒	Survival	+____	●●○○○

Twilight

☐	Crafts	+____	●○○○○
☐	Investigation	+____	○○○○○
☐	Lore	+____	○○○○○
☒	Medicine	+____	●○○○○
☐	Occult	+____	●○○○○

Night

☒	Athletics	+____	●●○○○
☒	Awareness	+____	○○○○○
☒	Dodge	+____	●●○○○
☒	Larceny	+____	●●○○○
☒	Stealth	+____	●●○○○

Eclipse

☐	Bureaucracy	+____	●○○○○
☐	Linguistics	+____	●○○○○
☐	Ride	+____	○○○○○
☐	Sail	+____	○○○○○
☐	Socialize	+____	●○○○○

Specialties

Occult: Fair Folk	●○○
	○○○
	○○○
	○○○
	○○○

Advantages

Backgrounds

Allies	●○○○○
Contacts	●●○○○
Familiar	●●●○○
	○○○○○
	○○○○○
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	○○○○○

Willpower

●●●●●●○○○○
☐☐☐☐☐☐☒☒☒☒

Virtues

Compassion	Temperance
●●○○○○	●●●○○○
☐☐☒☒☒☒	☐☐☐☒☒☒

Conviction	Valor
●●●○○○	●○○○○○
☐☐☐☒☒☒	☐☒☒☒☒☒

Essence

●●○○○○

committed

Personal	*12*		
Peripheral	*29*		

- ❑ 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

Heart of Flint

Roll Conviction whenever the character is frustrated by the intemperate or childish nature of the world around her.

Limit Break

☐☐☐☐☐☐☐☐☐☐☐☐

Soak

B: _____ L: _____ A: _____

Health

-0 Bruised	☐☒☒☒☒☒☒☒☒☒
-1 Wounded	☐☐☐☒☒☒☒☒☒☒
-2 Hurt	☐☐☐☐☒☒☒☒☒☒
	☒☒☒☒☒☒☒☒☒☒
-4 Crippled	☐
Incapacitated	☐

Weapons & Armor

Armor Type: _____

Armor (B/L): (____ / ____) Fatigue: ____ Mobility: ____ Commitment: _____

Weapon	Accuracy	Speed	Damage	Defense	Range	Rate	Motes
Bare Fist	*+0*	*+0*	*+0B*	*+0*			
Kick	*-1*	*-3*	*+2B*	*-1*			

Charms/Sorcery

Charm/Sorcery	Cost	Duration	Type	Effect
Body-Mending Meditation (C: 188)	*10 Motes*	*One Day*	*Reflexive*	*Healing is at 10 times normal rate*
Durability of Oak Meditation (C: 176)	*1 Mote / Die*	*One Scene*	*Simple*	*Buy up to 6 dice. Each success adds 1 to Bashing soak, up to +6*
Empty Stomach Fasting Meditation (CbZ: 71)	*1 Mote*	*One Day*	*Simple*	*Remove the need to eat (but not drink) for one day. Can be used up to 40 times in a row*
Excellent Strike (C: 162)	*1 Mote / Die*	*Instant*	*Supplemental*	*Buy up to 6 dice for a single Melee attack*
Ferocious Jab (C: 157)	*1 Mote*	*Instant*	*Supplemental*	*Double attack successes on a Brawl roll. May be activated after attack roll is made*
Flawless Diagnosis Technique (C: 188)	*1 Mote*	*5 Minutes*	*Simple*	*Correctly identify a known illness*
Friendship with Animals Approach (C: 179)	*3 Motes*	*One Scene*	*Simple*	*Any animal within 2 yards becomes considerably easier to deal with*
Graceful Crane Stance (C: 193)	*3 Motes*	*One Scene*	*Reflexive*	*Perfect balance and near weightlessness*
Iron Skin Concentration (C: 176)	*3 Motes, 1 Willpower*	*Vaires*	*Reflexive*	*For 2 + (Stamina + Resistance) turns, the character can soak lethal damage with bashing soak. Incompatible with armour*
Ox-Body Technique (C: 170)	*-*	*Permanent*	*-*	*Grants extra –1 and 2x –2 health levels.*
Reed in the Wind (C: 197)	*1 Mote / 2 Dice*	*Instant*	*Reflexive*	*Buy up to 7 dice for a single dodge*
Wise Arrow (C: 154)	*1 Mote / Die*	*Instant*	*Supplemental*	*Buy up to 6 dice for a single archery attack*

Combos

Combo	Cost (E/W)	Charms
	/	
	/	
	/	
	/	
	/	
	/	
	/	
	/	
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	/	
	/	

Expanded Backgrounds

Artifacts

Artifact	Description
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OOOOO	
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OOOOO	
OOOOO	

Specialties

❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO
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❑		OOOOO
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❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO
❑		OOOOO

Allies

Backing

Contacts

Resources

Followers

Influence

Manse & Description

OOOOO	
OOOOO	
OOOOO	
OOOOO	
OOOOO	
OOOOO	
OOOOO	
OOOOO	

Mentor

Experience Progression

Total Earned: *18*

Total Spent:

Spent On

Attributes:		**Charms:**	
Abilities:		**Sorceries:**	
Willpower:		**Essence:**	
Virtues:		**Other:**	

Possessions

Item	Description	Location	Item	Description	Location

Description

Age:		
Gender:	*Female*	
Hair:		
Eyes:		
Skin:		
Height		
Weight		
Home Town:		

Notes/Other