Name: *Handur*
Player: *Anthony*
Concept: *Craftsman*

Nature: *Judge*
Caste: *Zenith*
Anima: *Elephant*

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

Crafts: Weaponsmithing	●●○
Crafts: Armoursmithing	●○○
Lore: Arms & Armour	●○○
Melee: Hammer	●○○
Resistance: Heat	●○○

Advantages

Backgrounds

Artifact	●●●○○
Contacts	●●○○○
Resources	●●○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Willpower

●●●●●○○○○○
☐☐☐☐☐☒☒☒☒☒

Virtues

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

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

Essence

●●●○○○

committed

Personal	*14*		
Peripheral	*35*		

- ❑ 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

Deliberate Cruelty

Roll Conviction whenever the character is subjected to severe stress, in dire straits or otherwise backed against the wall

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*			
The Justicar							

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*
Excellent Strike (C: 162)	*1 Mote / Die*	*Instant*	*Supplemental*	*Buy up to 6 dice for a single Melee attack*
Flawless Handiwork Method (C: 182)	*3 Motes / Success*	*Instant*	*Supplemental*	*Buy up to 3 + (Stamina + Crafts) successes for a single Crafts roll*
Golden Essence Block (C: 166)	*1 Mote / 2 Dice*	*Instant*	*Reflexive*	*Buy up to 5 dice for a single Melee parry*
Graceful Crane Stance (C: 193)	*3 Motes*	*One Scene*	*Reflexive*	*Perfect balance and near weightlessness*
Grievous Injury Recovery Method (C: 190)	*10 Motes*	*One Day*	*Simple*	*Heal 3 + (Stamina + Endurance) health levels. The day must be spent resting in bed*
Harmonious Presence Meditation (C: 175)	*6 Motes*	*One Hour*	*Simple*	*Add 3 dice to any Socialize, Presence or Bureaucracy roll involving 1-on-1 interaction*
Increasing Strength Exercise (C: 195)	*3 Motes / Dot*	*One Scene*	*Simple*	*Add up to 3 dots to Strength*
Object-Strengthening Touch (C: 183)	*6 Motes*	*One Scene*	*Simple*	*Increase the durability of an object*
Ox-Body Technique (C: 170)	*-*	*Permanent*	*-*	*Grants extra –1 and 2x –2 health levels.*
Ox-Body Technique (C: 170)	*-*	*Permanent*	*-*	*Grants extra –1 and 2x –2 health levels.*
Shattering Grasp (C: 184)	*5 Motes*	*Instant*	*Simple*	*Pool of 16 dice to break or damage metal objects.*

Combos

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

Expanded Backgrounds

Artifacts

Artifact	Description
The Justicar (Level 3)	*Orichalcum;*

Specialties

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

Allies

Backing

Contacts

Resources

Followers

Influence

Manse & Description

Mentor

Experience Progression

Total Earned: *16*

Total Spent:

Spent On

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

Possessions

Item	Description	Location	Item	Description	Location

Description

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

Notes/Other