Name: _____ Concept: _____
Player: _____ Nature: _____
Caste: _____ Anima: _____

Attributes

☐ Strength	●OOOO	☐ Charisma	●OOOO	☐ Perception	●OOOO
☐ Dexterity	●OOOO	☐ Manipulation	●OOOO	☐ Intelligence	●OOOO
☐ Stamina	●OOOO	☐ Appearance	●OOOO	☐ Wits	●OOOO

Abilities

Archery	OOOOO	Linguistics	OOOOO	Sail	OOOOO
Athletics	OOOOO	Lore	OOOOO	Socialize	OOOOO
Awareness	OOOOO	Martial Arts	OOOOO	Stealth	OOOOO
Brawl	OOOOO	Medicine	OOOOO	Survival	OOOOO
Bureaucracy	OOOOO	Melee	OOOOO	Thrown	OOOOO
				Specialties	
Crafts	OOOOO	Occult	OOOOO		OOOOO
Dodge	OOOOO	Performance	OOOOO		OOOOO
Endurance	OOOOO	Presence	OOOOO		OOOOO
Investigation	OOOOO	Resistance	OOOOO		OOOOO
Larceny	OOOOO	Ride	OOOOO		OOOOO

Advantages

Backgrounds

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Charms

	Name	Description	Installed	Cost
☐				
☐				
☐				
☐				
☐				
☐				
☐				
☐				
☐				
☐				
☐				
☐				
☐				
☐				
☐				

Willpower

O O O O O O O O O O

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Virtues

Compassion	Temperance
●OOOO	●OOOO
☐☐☐☐☐	☐☐☐☐☐
Conviction	**Valor**
●OOOO	●OOOO
☐☐☐☐☐	☐☐☐☐☐

Weapons

_____
_____
_____
_____

Anima

_____
_____
_____
_____

Health

Soak

B_____ L_____ A_____

-0	☐☐☐☐☐
-1	☐☐☐☐☐
-2	☐☐☐☐☐
	☐☐☐☐☐
-4	☐
Incapacitated	☐

Essence

● O O O O O

Personal ____ | ____
Peripheral ____ | ____
Installed _____
Committed _____

Experience