



NAME: _____
 PLAYER: _____
 CASTE: _____
 TOTEM: _____

CONCEPT: _____
 NATURE: _____
 FACE/RANK: _____
 RENOWN: _____

ATTRIBUTES

STRENGTH _____ ●○○○○ CHARISMA _____ ●○○○○ PERCEPTION _____ ●○○○○
 DEXTERITY _____ ●○○○○ MANIPULATION _____ ●○○○○ INTELLIGENCE _____ ●○○○○
 STAMINA _____ ●○○○○ APPEARANCE _____ ●○○○○ WITS _____ ●○○○○

ABILITIES

WAR

ARCHERY _____ ○○○○○
 ATHLETICS _____ ○○○○○
 AWARENESS _____ ○○○○○
 BRAWL _____ ○○○○○
 DODGE _____ ○○○○○
 ENDURANCE _____ ○○○○○
 MARTIAL ARTS _____ ○○○○○
 MELEE _____ ○○○○○
 RESISTANCE _____ ○○○○○
 THROWN _____ ○○○○○

LIFE

CRAFT _____ ○○○○○
 LARCENY _____ ○○○○○
 LINGUISTICS _____ ○○○○○
 PERFORMANCE _____ ○○○○○
 PRESENCE _____ ○○○○○
 RIDE _____ ○○○○○
 SAIL _____ ○○○○○
 SOCIALIZE _____ ○○○○○
 STEALTH _____ ○○○○○
 SURVIVAL _____ ○○○○○

WISDOM

BUREAUCRACY _____ ○○○○○
 INVESTIGATION _____ ○○○○○
 LORE _____ ○○○○○
 MEDICINE _____ ○○○○○
 OCCULT _____ ○○○○○

SPECIALTIES

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

ADVANTAGES

BACKGROUNDS

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

NAME

CHARMS

NAME

COST

WEAPONS

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

VIRTUES

COMPASSION ●○○○○ TEMPERANCE ●○○○○

 SUCCOR: _____ CUNNING: _____
 CONVICTION ●○○○○ VALOR ●○○○○

 METTLE: _____ GLORY: _____

ANIMA

HEALTH

SOAK

B _____ L _____ A _____

-0
 -1
 -2
 -4
 INCAPACITATED

LIMIT BREAK

VIRTUE FLAW

ESSENCE

● ○ ○ ○ ○ ○ ○ ○
 PERSONAL _____ | _____
 PERIPHERAL _____ | _____
 COMMITTED _____

EXPERIENCE
