



NAME: _____
 PLAYER: _____
 CASTE: _____

CONCEPT: _____
 ANIMA: _____
 SUPERNAL ABILITY: _____

ATTRIBUTES

STRENGTH _____ 00000 CHARISMA _____ 00000 PERCEPTION _____ 00000
 DEXTERITY _____ 00000 MANIPULATION _____ 00000 INTELLIGENCE _____ 00000
 STAMINA _____ 00000 APPEARANCE _____ 00000 WITS _____ 00000

ABILITIES

EX C/F
 ARCHERY _____ 00000
 ATHLETICS _____ 00000
 AWARENESS _____ 00000
 BRAWL _____ 00000
 BUREAUCRACY _____ 00000
 CRAFT _____ 00000
 DODGE _____ 00000
 INTEGRITY _____ 00000
 INVESTIGATION _____ 00000
 LARCENY _____ 00000
 LINGUISTICS _____ 00000
 LORE _____ 00000
 MARTIAL ARTS _____ 00000
 MEDICINE _____ 00000
 MELEE _____ 00000
 OCCULT _____ 00000
 PERFORMANCE _____ 00000
 PRESENCE _____ 00000
 RESISTANCE _____ 00000
 RIDE _____ 00000
 SAIL _____ 00000
 SOCIALIZE _____ 00000
 STEALTH _____ 00000
 SURVIVAL _____ 00000
 THROWN _____ 00000
 WAR _____ 00000

SPECIALIZATIONS

MERITS

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

LIMIT BREAK

ESSENCE

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

LIMIT TRIGGER

EXPERIENCE

CURRENT: _____ TOTAL: _____

SOLAR EXPERIENCE

CURRENT: _____ TOTAL: _____

WEAPONS

WEAPON NAME	ACC	DMG	DEF	OVW	TAGS	DICE POOL
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

ADDITIONAL ABILITIES

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

HEALTH & DEFENSE

ARMOR _____ SOAK _____ HARD _____ MP _____ TAGS _____

 NATURAL SOAK: _____ FINAL SOAK: _____
 PARRY: _____ RESOLVE: _____
 EVASION: _____ GUILDE: _____
 RUSH: _____ DISENGAGE: _____
 JOIN BATTLE: _____

HEALTH LEVELS

-0 _____

Join Battle: Wits + Awareness (plus 3 successes) • Withering attack pool: Dexterity + (Combat Ability) + weapon's accuracy • Decisive attack pool: Dexterity + (Combat Ability) • Defense: Higher of Parry or Evasion • Parry: ((Dexterity + (Combat Ability) / 2, round up) + weapon's defense • Evasion: ((Dexterity + Dodge) / 2, round up) - armor's mobility penalty • Rush: Dexterity + Athletics • Disengage: Dexterity + Dodge • Resolve = ((Wits + Integrity + specialty) / 2, round up) • Guile = ((Manipulation + Socialize + specialty) / 2, round up) • Natural Soak = Stamina • Soak = Stamina + Charms + Armor Soak, defends against Withering attacks • Hardness = Best hardness value from Charm or Armor, if higher than a Decisive attack dice pool, the attack fails. • Every time an opponent attacks a character, that character suffers a cumulative -1 Defense penalty until his next turn.



INTIMACIES

INTIMACY	INTENSITY	INTIMACY	INTENSITY
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

CHARMS

NAME	TYPE	DURATION	COST	BOOK	PAGE#	EFFECT
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

INVENTORY

_____	_____
_____	_____
_____	_____
_____	_____

