



CHARACTER NAME

[Blank box for Character Name]

**ATTRIBUTES**

Strength     Charisma     Perception   
 Dexterity     Manipulation     Intelligence   
 Stamina     Appearance     Wits

**ABILITIES**

DAWN	ZENITH	TWILIGHT	NIGHT	ECLIPSE
Archery <input type="checkbox"/>	Integrity <input type="checkbox"/>	Craft <input type="checkbox"/>	Athletics <input type="checkbox"/>	Bureaucracy <input type="checkbox"/>
Martial Arts <input type="checkbox"/>	Performance <input type="checkbox"/>	Investigation <input type="checkbox"/>	Awareness <input type="checkbox"/>	Linguistics <input type="checkbox"/>
Melee <input type="checkbox"/>	Presence <input type="checkbox"/>	Lore <input type="checkbox"/>	Dodge <input type="checkbox"/>	Ride <input type="checkbox"/>
Thrown <input type="checkbox"/>	Resistance <input type="checkbox"/>	Medicine <input type="checkbox"/>	Larceny <input type="checkbox"/>	Sail <input type="checkbox"/>
War <input type="checkbox"/>	Survival <input type="checkbox"/>	Occult <input type="checkbox"/>	Stealth <input type="checkbox"/>	Socialize <input type="checkbox"/>
Specialties				
<hr/>	<input type="checkbox"/>	<hr/>	<input type="checkbox"/>	<hr/>
<hr/>	<input type="checkbox"/>	<hr/>	<input type="checkbox"/>	<hr/>
<hr/>	<input type="checkbox"/>	<hr/>	<input type="checkbox"/>	<hr/>

**COMBAT**

Weapon	Speed	Accuracy	Damage	Rate	Defense(PDV)/Range	Join Battle
Punch	5	<hr/>	<hr/>	3	<hr/>	<input type="checkbox"/>
Kick	5	<hr/>	<hr/>	2	<hr/>	<input type="checkbox"/>
Clinch	6	<hr/>	<hr/>	1	<hr/>	<input type="checkbox"/>
<hr/>	<hr/>	<hr/>	<hr/>	<hr/>	<hr/>	<input type="checkbox"/>
<hr/>	<hr/>	<hr/>	<hr/>	<hr/>	<hr/>	<input type="checkbox"/>
<hr/>	<hr/>	<hr/>	<hr/>	<hr/>	<hr/>	<input type="checkbox"/>
<hr/>	<hr/>	<hr/>	<hr/>	<hr/>	<hr/>	<input type="checkbox"/>

Dodge DV (Dex+Dodge+Ess)/2

Movement (in meters)

Move   
Dash   
Jump

**SOCIAL COMBAT**

Dodge MDV     Parry MDV     Intimacies:

**SOAK**

B     L     A   
 With Armor: \_\_\_\_\_  
 B     L     A

**HEALTH**

	Normal	Extra
-0	○	○○○○○○○○○○○○○○
-1	○○	○○○○○○○○○○○○○○
-2	○○○	○○○○○○○○○○○○○○
-4	○	
Incap.	○	
Dying	○	○○○○○○○○○○○○○

**LIMIT**

Limit Break ○○○○○○○○○○○○  
 Condition:

**PLAYER**

[Blank box for Player Name]

**CASTE**

[Blank box for Caste]

**MOTIVATION**

[Blank box for Motivation]

**ANIMA**

[Blank box for Anima]

**VIRTUES**

Compassion     Temperance   
 Conviction     Valor   
 Flaw

**WILLPOWER**

○○○○○○○○○○○○○

**ESSENCE**

PERSONAL	PERIPHERAL
FREE <input type="checkbox"/>	FREE <input type="checkbox"/>
COMMITTED <input type="checkbox"/>	COMMITTED <input type="checkbox"/>
TOTAL <input type="checkbox"/>	TOTAL <input type="checkbox"/>

## BACKGROUNDS

Background	Details
_____	○○○○○ _____
_____	○○○○○ _____
_____	○○○○○ _____
_____	○○○○○ _____
_____	○○○○○ _____
_____	○○○○○ _____
_____	○○○○○ _____

### NOTES, LANGUAGES SPOKEN, MERITS, FLAWS, MUTATIONS, ETC.

### EXPERIENCE

Total	<input style="width: 60px; height: 15px;" type="text"/>
Spent	<input style="width: 60px; height: 15px;" type="text"/>

## CHARMS

Charm	Cost	Type	Duration	Effect/Keywords
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

1st Excellencies: (1m/die, Ref, Inst) \_\_\_\_\_

2nd Excellencies: (2m/success, Ref, Inst) \_\_\_\_\_

3rd Excellencies: (4m, Ref, Inst) \_\_\_\_\_

Combos: \_\_\_\_\_