

CHARACTER NAME _____

PORTRAIT OR SYMBOL _____

CONCEPT _____
MOTIVATION _____
ANIMA _____
CASTE _____ HOMELAND _____
PLAYER _____ SEX OM OF AGE _____

ATTRIBUTES
PHYSICAL
STRENGTH ○○○○○
DEXTERITY ○○○○○
STAMINA ○○○○○
SOCIAL
CHARISMA ○○○○○
MANIPULATION ○○○○○
APPEARANCE ○○○○○
MENTAL
PERCEPTION ○○○○○
INTELLIGENCE ○○○○○
WITS ○○○○○

SKILLS
DAWN
 ARCHERY ○○○○○
 MARTIAL ARTS ○○○○○
 MELEE ○○○○○
 THROWN ○○○○○
 WAR ○○○○○
ZENITH
 INTEGRITY ○○○○○
 PERFORMANCE ○○○○○
 PRESENCE ○○○○○
 RESISTANCE ○○○○○
 SURVIVAL ○○○○○
TWILIGHT
 CRAFT _____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
 INVESTIGATION ○○○○○
 LORE ○○○○○
 MEDICINE ○○○○○
 OCCULT ○○○○○

NIGHT
 ATHLETICS ○○○○○
 AWARENESS ○○○○○
 DODGE ○○○○○
 LARCENY ○○○○○
 STEALTH ○○○○○
ECLIPSE
 BUREAUCRACY ○○○○○
 LINGUISTICS ○○○○○
 RIDE ○○○○○
 SAIL ○○○○○
 SOCIALIZE ○○○○○

VIRTUES
COMPASSION ○○○○○
CONVICTION ○○○○○
TEMPERANCE ○○○○○
VALOUR ○○○○○
VIRTUE FLAW _____
CONTROLLED _____
DURATION _____
TRIGGERS _____
LIMIT BREAK □□□□□□□□□□

OTHER TRAITS
PERMANENT ESSENCE ○○○○○○○○○○
WILLPOWER ○○○○○○○○○○
MOTES FULL COMMITTED LEFT
PERSONAL _____
PERIPHERAL _____
USED PERSONAL _____
USED PERIPHERAL _____

SPECIALTIES
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
BACKGROUNDS
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

ARMOR
BASHING LETHAL AGGRAVATED
NATURAL SOAK _____
ARMOR BONUS _____
TOTAL SOAK _____
MOBILITY _____ FATIGUE _____

HEALTH
0 □□□□□□□□□□
-1 □□□□□□□□□□
-2 □□□□□□□□□□
-4 INCAPACITATED

WEAPONS	SPEED	RATE	ACCURACY	DAMAGE	DEFENSE	RANGE	NOTES
PUNCH							
TOTAL POOL							
KICK							
TOTAL POOL							
CLINCH							
TOTAL POOL							
TOTAL POOL							
TOTAL POOL							
JOIN BATTLE		MOVE		JOIN WAR		JOIN DEBATE	
DODGE		DASH		KNOCKD.		MENTAL DODGE	
SHIELD		JUMP		STUNNING		MENTAL PARRY	

INTIMACIES

FORMULAS
JOIN BATTLE = WITS + AWARENESS
ACCURACY = DEXTERITY + SKILL + WEAPON
DAMAGE = STRENGTH + WEAPON
JOIN BATTLE/DEBATE = WITS + AWARENESS
PARRY DEFENSE = (DEXTERITY + SKILL + WEAPON) / 2
DODGE DEFENSE = (DEXTERITY + DODGE + ESSENCE) / 2 - MOBILITY
MOVE = DEXTERITY - MOBILITY
DASH = MOVE + 6
VERTICAL JUMP = STRENGTH + ATHLETICS (HORIZONTAL = * 2)
JOIN WAR = WITS + WAR - MAGNITUDE
KNOCKDOWN = DEXTERITY / STAMINA + ATHLETICS / RESISTANCE (IF RAW DAMAGE EXCEEDS STAMINA + RESISTANCE)
STUNNING = STAMINA + RESISTANCE
MENTAL DODGE = (WILLPOWER + INTEGRITY + ESSENCE) / 2
MENTAL PARRY = (CHA/MAN + INV / PERF / PRES) / 2