Character Name

Portrait or Symbol

General Charms

	1st Excellency	2nd Excellency	3rd Excellency	Infinite Mastery	Essence Mastery
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	○	○	○	○	○

Description

Eyes _____

Hair _____

Skin _____

Features _____

Languages

Notes

Experience

Possessions

Charms & Sorceries

Charm/Spell & Description	Cost	Type	Duration	Page
1st (Ability) Excellency: Add dice to a roll. Max. Attribute + Ability	1m/1d	Rfx.	Instant	Ex. 183
2nd (Ability) Excellency: Add successes to a roll. Max. (Attribute + Ability)/2	2m/success	Rfx.	Instant	Ex. 184
3rd (Ability) Excellency: Re-roll a roll and choose either result. Add Ability/2 to DV	4m	Rfx.	Instant	Ex. 185
Infinite (Ability) Mastery: Reduce cost of Excellencies by 1m per 2m commited	2m+1wp	Rfx.	1 Scene	Ex. 185
(Ability) Essence Flow	none	Perm.	Instant	Ex. 187

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