Name: _____ Concept: _____

Player: _____ Heritage: _____ Mark

Profession: _____

Attributes

☐ Strength	●○○○○	☐ Charisma	●○○○○	☐ Perception	●○○○○
☐ Dexterity	●○○○○	☐ Manipulation	●○○○○	☐ Intelligence	●○○○○
☐ Stamina	●○○○○	☐ Appearance	●○○○○	☐ Wits	●○○○○

Abilities

Warrior		Priest		Savant	
☐ Archery	○○○○○	☐ Integrity	○○○○○	☐ Craft	○○○○○
☐ Martial Arts	○○○○○	☐ Performance	○○○○○	☐ Investigation	○○○○○
☐ Melee	○○○○○	☐ Presence	○○○○○	☐ Lore	○○○○○
☐ Thrown	○○○○○	☐ Resistance	○○○○○	☐ Medicine	○○○○○
☐ War	○○○○○	☐ Survival	○○○○○	☐ Occult	○○○○○
Criminal		**Broker**		**Other**	
☐ Athletics	○○○○○	☐ Bureaucracy	○○○○○	☐ _____	○○○○○
☐ Awareness	○○○○○	☐ Linguistics	○○○○○	☐ _____	○○○○○
☐ Dodge	○○○○○	☐ Ride	○○○○○	☐ _____	○○○○○
☐ Larceny	○○○○○	☐ Sail	○○○○○	☐ _____	○○○○○
☐ Stealth	○○○○○	☐ Socialize	○○○○○	☐ _____	○○○○○

Essence

Notes Write

Notes

● ○ ○

Personal: / Calculate

Peripheral: /

Anima Banner

Essence Use

A mortal can freely access the first 1/3 of her Essence pool.
A point of Willpower is needed to access the last 2/3.

Advanced

Health Levels

-0i Bruised	☐ ■ ■ ■ ■ ■
-1i Hurt	☐ ☐ ■ ■ ■ ■
	■ ■ ■ ■ ■ ■
-2i Wounded	☐ ☐ ■ ■ ■ ■ ■ ■ ■ ■ ■
	■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
-4i Crippled	☐
Incapacitated	☐
Dying	☐ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Healing Times, for each health level
Bashing: 12 hours per level
Lethal and Aggravated: -0: 1 day, -1: 1 week, -2: 2 weeks, -4 and incapacitated: 1 month
Dying: Losing one dying level per 5 tick, can be saved with a Wits + Medicine, diff: 5 + (number of dying levels lost)

Specialties

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