



Name: _____ Concept: _____

Player: _____ Caste: _____

Attributes

| | | |
|---|--|--|
| <input type="checkbox"/> Strength _____ ○○○○○○ | <input type="checkbox"/> Charisma _____ ○○○○○○ | <input type="checkbox"/> Perception _____ ○○○○○○ |
| <input type="checkbox"/> Dexterity _____ ○○○○○○ | <input type="checkbox"/> Manipulation _____ ○○○○○○ | <input type="checkbox"/> Intelligence _____ ○○○○○○ |
| <input type="checkbox"/> Stamina _____ ○○○○○○ | <input type="checkbox"/> Appearance _____ ○○○○○○ | <input type="checkbox"/> Wits _____ ○○○○○○ |

Abilities

| War | | | Life | | | Wisdom | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|--|---|--|--|---|---|---|---|---|--|--|--|---|---|--|---|---|--|--|--|---------------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|
| <input type="checkbox"/> Archery _____ ○○○○○○ | <input type="checkbox"/> Athletics _____ ○○○○○○ | <input type="checkbox"/> Awareness _____ ○○○○○○ | <input type="checkbox"/> Dodge _____ ○○○○○○ | <input type="checkbox"/> Integrity _____ ○○○○○○ | <input type="checkbox"/> Martial Arts _____ ○○○○○○ | <input type="checkbox"/> Melee _____ ○○○○○○ | <input type="checkbox"/> Resistance _____ ○○○○○○ | <input type="checkbox"/> Thrown _____ ○○○○○○ | <input type="checkbox"/> War _____ ○○○○○○ | <input type="checkbox"/> Craft _____ ○○○○○○ | <input type="checkbox"/> Larceny _____ ○○○○○○ | <input type="checkbox"/> Linguistics _____ ○○○○○○ | <input type="checkbox"/> Performance _____ ○○○○○○ | <input type="checkbox"/> Presence _____ ○○○○○○ | <input type="checkbox"/> Ride _____ ○○○○○○ | <input type="checkbox"/> Sail _____ ○○○○○○ | <input type="checkbox"/> Socialize _____ ○○○○○○ | <input type="checkbox"/> Stealth _____ ○○○○○○ | <input type="checkbox"/> Survival _____ ○○○○○○ | <input type="checkbox"/> Bureaucracy _____ ○○○○○○ | <input type="checkbox"/> Investigation _____ ○○○○○○ | <input type="checkbox"/> Lore _____ ○○○○○○ | <input type="checkbox"/> Medicine _____ ○○○○○○ | <input type="checkbox"/> Occult _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ | <input type="checkbox"/> _____ ○○○○○○ |

Essence

Anima Effects

- Cause the caste mark and tattoos to glow brightly for a scene (1 mote)
- Cause the anima to glow brightly enough to read by for a scene (1 mote)
- Cause tell to become unmistakable (1 mote)
- Know the precise time of the day, day of month and moon phase (1 mote)
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Personally: /

Peripherally: /

Anima Banner

Anima Banner Levels

- 1 – 3 motes: **Weak** caste mark and tell
Perception + Awareness to notice
- 4 – 7 motes: **Strong** caste mark
Tell can't be hidden
Stealth at -2e difficulty
- 8 – 10 motes: **Mild** aura
Stealth impossible. Returned to True form
- 11 – 15 motes: **Bonfire** aura
Anima power auto-activation
- 16+: **Iconic** aura
Fades then no peripherally essence used

Advanced

Health Levels

| | | | | | | | | | |
|---------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| -0i Bruised | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| -1i Hurt | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| -2i Wounded | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| -4i Crippled | <input type="checkbox"/> | | | | | | | | |
| Incapacitated | <input type="checkbox"/> | | | | | | | | |
| Dying | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Willpower

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Virtue Flaw

Partial Control

Virtues

| | |
|------------|------------|
| Compassion | Temperance |
| ○○○○○ | ○○○○○ |
| □□□□□ | □□□□□ |
| Conviction | Valor |
| ○○○○○ | ○○○○○ |
| □□□□□ | □□□□□ |

Duration

Limit Break Condition

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Bashing: 3 hours per level
 Lethal and Aggravated: -0: 6 hours, -1: 2 days, -2: 4 days, -4 and incapacitated: 1 week
 Dying: Losing one dying level per 5 tick, can be saved with a Wits + Medicine diff 5 + (number of dying levels lost) roll

