



Name: \_\_\_\_\_ Concept: \_\_\_\_\_

Player: \_\_\_\_\_ Caste: \_\_\_\_\_

### Attributes

Strength \_\_\_\_\_ ○○○○○○ Charisma \_\_\_\_\_ ○○○○○○ Perception \_\_\_\_\_ ○○○○○○  
 Dexterity \_\_\_\_\_ ○○○○○○ Manipulation \_\_\_\_\_ ○○○○○○ Intelligence \_\_\_\_\_ ○○○○○○  
 Stamina \_\_\_\_\_ ○○○○○○ Appearance \_\_\_\_\_ ○○○○○○ Wits \_\_\_\_\_ ○○○○○○

### Abilities

<b>Journeys</b>			<b>Serenity</b>			<b>Battles</b>		
<input type="checkbox"/> Resistance _____ ○○○○○○	<input type="checkbox"/> Craft _____ ○○○○○○	<input type="checkbox"/> Archery _____ ○○○○○○	<input type="checkbox"/> Ride _____ ○○○○○○	<input type="checkbox"/> Dodge _____ ○○○○○○	<input type="checkbox"/> Athletics _____ ○○○○○○	<input type="checkbox"/> Sail _____ ○○○○○○	<input type="checkbox"/> Linguistics _____ ○○○○○○	<input type="checkbox"/> Melee _____ ○○○○○○
<input type="checkbox"/> Survival _____ ○○○○○○	<input type="checkbox"/> Performance _____ ○○○○○○	<input type="checkbox"/> Presence _____ ○○○○○○	<input type="checkbox"/> Thrown _____ ○○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○○	<input type="checkbox"/> War _____ ○○○○○○			
<b>Secrets</b>			<b>Endings</b>			<b>Other</b>		
<input type="checkbox"/> Investigation _____ ○○○○○○	<input type="checkbox"/> Awareness _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Larceny _____ ○○○○○○	<input type="checkbox"/> Bureaucracy _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Lore _____ ○○○○○○	<input type="checkbox"/> Integrity _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○
<input type="checkbox"/> Occult _____ ○○○○○○	<input type="checkbox"/> Martial Arts _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Stealth _____ ○○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○

### Essence

#### Anima Effects

○ ○ ○ ○ ○

- Cause the caste mark to glow brightly for a scene (1 mote)
- Recognize any gateway to Yu-Shan or Malfeas within Essence \* 100m (1 mote)
- Know the precise time of the day, and date (1 mote)
- 

Personally: /

Peripherally: /

Anima Banner

#### Anima Banner Levels

- 1 – 3 motes: Caste mark glitters**  
Perception + Awareness, diff. 3, to notice
- 4 – 7 motes: Weak caste mark**  
Perception + Awareness to notice  
Astrology at +1e to difficulty
- 8 – 10 motes: Strong caste mark**  
Stealth at -2e to difficulty to spot  
Astrology at +2e to difficulty
- 11 – 15 motes: Shining aura**  
Stealth is impossible  
Anima power cost 5 motes
- 16+: Burning halo**  
Fades then no peripherally essence used  
Anima power cost 1 mote

### Advanced

#### Health Levels

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

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

#### Willpower

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#### Virtues

Compassion Temperance  
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 Conviction Valor  
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#### Flawed Fate

Duration

Limit Break Condition

