



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

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

### Attributes

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

### Abilities

<b>Dawn</b>			<b>Zenith</b>			<b>Twilight</b>		
<input type="checkbox"/> Archery _____ ○○○○○○	<input type="checkbox"/> Integrity _____ ○○○○○○	<input type="checkbox"/> Craft _____ ○○○○○○	<input type="checkbox"/> Martial Arts _____ ○○○○○○	<input type="checkbox"/> Performance _____ ○○○○○○	<input type="checkbox"/> Investigation _____ ○○○○○○	<input type="checkbox"/> Melee _____ ○○○○○○	<input type="checkbox"/> Presence _____ ○○○○○○	<input type="checkbox"/> Lore _____ ○○○○○○
<input type="checkbox"/> Thrown _____ ○○○○○○	<input type="checkbox"/> Resistance _____ ○○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○○	<input type="checkbox"/> War _____ ○○○○○○	<input type="checkbox"/> Survival _____ ○○○○○○	<input type="checkbox"/> Occult _____ ○○○○○○			
<b>Night</b>			<b>Eclipse</b>			<b>Other</b>		
<input type="checkbox"/> Athletics _____ ○○○○○○	<input type="checkbox"/> Bureaucracy _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Awareness _____ ○○○○○○	<input type="checkbox"/> Linguistics _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Dodge _____ ○○○○○○	<input type="checkbox"/> Ride _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○
<input type="checkbox"/> Larceny _____ ○○○○○○	<input type="checkbox"/> Sail _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Stealth _____ ○○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○

### Essence

#### Anima Effects

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- Cause the caste mark to glow brightly for a scene (1 mote)
- Cause the anima to glow brightly enough to read by for a scene (1 mote)
- Know the precise time of the day (1 mote)
- 

Personally: /

Peripherally: /

#### Anima Banner

#### Anima Banner Levels

- 1 – 3 motes: **Weak caste mark**  
Perception + Awareness to notice
- 4 – 7 motes: **Strong caste mark**  
Stealth at -2e difficulty
- 8 – 10 motes: **Mild aura**  
Stealth impossible
- 11 – 15 motes: **Bonfire aura**  
Anima power auto-activation
- 16+: **Iconic aura**  
Fades then no peripherally essence used

### Advanced

#### Health Levels

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

#### Willpower

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#### Virtues

Compassion Temperance  
 ○○○○○○ ○○○○○○  
   
 Conviction Valor  
 ○○○○○○ ○○○○○○

#### Virtue Flaw

Partial Control

#### Duration

Limit Break Condition

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 ticks, can be saved with a Wits + Medicine diff 5 + (number of dying levels lost) roll

