



Title: _____ Concept: _____

Player: _____ Caste: _____

Attributes

Strength _____ ○○○○○○ Charisma _____ ○○○○○○ Perception _____ ○○○○○○
 Dexterity _____ ○○○○○○ Manipulation _____ ○○○○○○ Intelligence _____ ○○○○○○
 Stamina _____ ○○○○○○ Appearance _____ ○○○○○○ Wits _____ ○○○○○○

Abilities

Dusk			Midnight			Daybreak		
<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 _____ ○○○○○○			
Day			Moonshadow			Other		
<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

- Cause the anima to glow brightly enough to read by for a scene (1 mote)
- Sense any Shadowland and Underworld infused creatures and objects within Essence x 100 m (1 mote)
- Feeding, causing lethal damage from a grapple: Gains motes = health levels + dying levels (extras = 7 + stamina)
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Personally: /

Peripherally: /

Anima Banner

Anima Banner Levels

- 1 – 3 motes: Prominent caste mark**
Perception + Awareness to notice
- 4 – 7 motes: Bleeding caste mark**
Stealth at -2e difficulty
- 8 – 10 motes: Dark aura**
Stealth impossible
- 11 – 15 motes: Bonfire dark aura**
Anima power auto-activation
- 16+: Iconic cold aura**
Fades then no peripherally essence used
Mortals must roll Valor not to be overcome for a scene.

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
 ○○○○○○ ○○○○○○

Flawed Virtue:

Resonance

Conditions (roll Essence dice points):

- Protecting a living being from harm
- Creating a new life or give birth to one
- Using your forsaken name
- Reverence to a divine power other than the Neverborn or Oblivion
- Build or maintain positive Intimacies with the living or living as one
- Fighting the forces of death
- Disobeying the Neverborn
- Using Flawed Virtue (1 point)
- Resist unnatural mental influence (1 point per scene)

