



Name: _____ Concept: _____

Player: _____ Aspect: _____

Attributes

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

Abilities

Air			Earth			Fire		
<input type="checkbox"/> Linguistics _____ ○○○○○○	<input type="checkbox"/> Awareness _____ ○○○○○○	<input type="checkbox"/> Athletics _____ ○○○○○○	<input type="checkbox"/> Lore _____ ○○○○○○	<input type="checkbox"/> Craft _____ ○○○○○○	<input type="checkbox"/> Dodge _____ ○○○○○○	<input type="checkbox"/> Occult _____ ○○○○○○	<input type="checkbox"/> Integrity _____ ○○○○○○	<input type="checkbox"/> Melee _____ ○○○○○○
<input type="checkbox"/> Stealth _____ ○○○○○○	<input type="checkbox"/> Resistance _____ ○○○○○○	<input type="checkbox"/> Presence _____ ○○○○○○	<input type="checkbox"/> Thrown _____ ○○○○○○	<input type="checkbox"/> War _____ ○○○○○○	<input type="checkbox"/> Socialize _____ ○○○○○○			
Water			Wood			Other		
<input type="checkbox"/> Bureaucracy _____ ○○○○○○	<input type="checkbox"/> Archery _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Investigation _____ ○○○○○○	<input type="checkbox"/> Medicine _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Larceny _____ ○○○○○○	<input type="checkbox"/> Performance _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○
<input type="checkbox"/> Martial Arts _____ ○○○○○○	<input type="checkbox"/> Ride _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> Sail _____ ○○○○○○	<input type="checkbox"/> Survival _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○	<input type="checkbox"/> _____ ○○○○○○

Essence

Anima Effects

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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
Anima Flux: 1L/minute within Essence feet
- 11 – 15 motes: **Bonfire aura**
Anima Flux: 1L/9 tick
- 16+: **Iconic aura**
Fades then no peripherally essence used
Anima Flux: 1L/tick - against Exalted too

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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Virtue Flaw

Partial Control

Duration

Limit Break Condition

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