

ATTRIBUTES

ATTRIBUTES	
Strength	
Dexterity	
Stamina	
Charisma	
Manipulation	
Appearance	
Perception	
Intelligence	
Wits	

ABILITIES

○ Archery ○○○○○○○○

Excels	Supernatural	Caste	Favored	Abilities
☐	☐	☐	☐	Axonomy
☐	☐	☐	☐	Athletics
☐	☐	☐	☐	Awareness
☐	☐	☐	☐	Brawl
☐	☐	☐	☐	Bureaucracy
☐	☐	☐	☐	Dodge
☐	☐	☐	☐	Integrity
☐	☐	☐	☐	Investigation
☐	☐	☐	☐	Larceny
☐	☐	☐	☐	Linguistics
☐	☐	☐	☐	Lore
☐	☐	☐	☐	Medicine
☐	☐	☐	☐	Melee
☐	☐	☐	☐	Occult
☐	☐	☐	☐	Performance
☐	☐	☐	☐	Presence
☐	☐	☐	☐	Resistance
☐	☐	☐	☐	Ride
☐	☐	☐	☐	Sail
☐	☐	☐	☐	Socialize
☐	☐	☐	☐	Stealth
☐	☐	☐	☐	Survival
☐	☐	☐	☐	Thrown
☐	☐	☐	☐	War

CATIA ABILITIES

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SPECIALTIES

VITAL INFO

Player	Caste	Name
Anima Banner		
Description		

CONFLICT

Natural Soak		Armored Soak		Total Soak	
Hardness		Base Parry		Evasion	
Resolve		Guile		Join Battle	
			ACC	DMG	DEF
<i>Unarmed</i>			4	7	0
					OVER
					1

Tags: *Bashing, Brawl, Grappling, Natural*

	ACC	DMG	DEF	OVER
Weapon:				

Tags: _____

	ACC	DMG	DEF	OVER
Weapon:				

Tags: _____

	ACC	DMG	DEF	OVER
Weapon:				

Tags: _____

	ACC	DMG	DEF	OVER
Weapon:				

Tags: _____

	ACC	DMG	DEF	OVER
Weapon:				

Tags: _____

	ACC	DMG	DEF	OVER
Weapon:				

Tags: _____

Weapon: ACC DMG DEF OVER

Tags: _____

	ACC	DMG	DEF	OVER
Weapon:				

Tags: _____

	ACC	DMG	DEF	OVER
Weapon:				

Tags: _____

LANGUAGES

[illegible]

Merits/Flaws

Merit _____ ○○○○○

Description _____

Merit _____ ○○○○○

Description _____

Merit _____ ○○○○○

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Merits/Flaws

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Merit _____ ○○○○○

Description _____

Charms

[illegible]

Charms

[illegible]

Intimacies

The diagram shows a horizontal chain of eight light blue diamonds connected by black lines. To the right of the chain is a black sun-like symbol with eight triangular rays. Above the chain, a dark grey arrow points to the right and contains the word "Limit" in white text. Below the chain, there are three horizontal lines: the top one is black and labeled "Trigger" on the left; the middle and bottom lines are purple.

Anima Flare

Dim

Glowing
(~3 Stealth/Disguise)

Burning
(Stealth N/A)

Bonfire
(Iconic)

Essence

Base

Personal

Peripheral

(ESSx3)+10

(ESSx7)+26

Essence Commitments		
	Personal	Peripheral
Remaining		

Crafting
Silver XP
Gold XP
White XP

[illegible]

Experience
Remaining (Normal)
Total (Normal)
Remaining (Solar)
Total (Solar)

Personal | Peripheral