MadLetter's Character Sheet

Name: _____ Caste: _____ Supernal: _____

Player: _____ Concept: _____

Anima: _____

Abilities

Caste/Fav	Ability	Dots	Excellency?
☐	Archery	○○○○○	☐
☐	Athletics	○○○○○	☐
☐	Awareness	○○○○○	☐
☐	Brawl	○○○○○	☐
☐	Bureaucracy	○○○○○	☐
☐	Craft	○○○○○	☐
☐	Dodge	○○○○○	☐
☐	Integrity	○○○○○	☐
☐	Investigation	○○○○○	☐
☐	Larceny	○○○○○	☐
☐	Linguistics	○○○○○	☐
☐	Lore	○○○○○	☐
☐	Martial Arts	○○○○○	☐
☐	Medicine	○○○○○	☐
☐	Melee	○○○○○	☐
☐	Occult	○○○○○	☐
☐	Performance	○○○○○	☐
☐	Presence	○○○○○	☐
☐	Resistance	○○○○○	☐
☐	Ride	○○○○○	☐
☐	Sail	○○○○○	☐
☐	Socialize	○○○○○	☐
☐	Stealth	○○○○○	☐
☐	Survival	○○○○○	☐
☐	Thrown	○○○○○	☐
☐	War	○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐
☐		○○○○○	☐

Attributes

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

Limit

Limit Points: ○○○○○○○○○○ Limit Trigger: .....

Current Limit Break: .....

Duration: .....

Willpower

○○○○○○○○○○

☐☐☐☐☐☐☐☐☐☐

Experience

Normal XP Current: .....

Normal XP Total: .....

Solar XP Current: .....

Solar XP Total: .....

Essence & Anima Effects

p.176

Permanent Essence:

○ ○ ○ ○ ○

Personal Pool: ...../..... Ex3 + 10

Peripheral Pool: ...../..... Ex7 + 26

Committed: .....

Anima Effects: .....

Weapons

Weapon Name	Acc	Dmg	Def	Ovw	Tags

Thrown Weapon Accuracy	Close +4	Short +3	Medium +2	Long -1	Extreme -3
Archery Weapon Accuracy	Close -2	Short +4	Medium +2	Long +0	Extreme -2
Artifacts	+1 bonus accuracy at all ranges				

Armor and Defense

Armor	Soak	Hard	Mob. Pen.	Tags

Natural Soak: .....(stamina)..... Final Soak: .....

Parry: (dexterity+combat ability) ÷ 2

Resolve: (wits+integrity) ÷ 2

Evasion: (dexterity+dodge) ÷ 2

Guile: (manipulation+socialize) ÷ 2

☐ ☐

....

MadLetter's Character Sheet

Name: _____ Caste: _____ Supernal: _____

Player: _____ Concept: _____

Anima: _____

Intimacies

Intimacy Name	Context	Intensity	Intimacy Name	Context	Intensity

Intimacies can be used in certain Charms and on other conditions. If so used, they have the following values, as per Intensity: Minor (2), Major (3), Defining (4)

Merits

Merit	Rating	Notes	Merit	Rating	Notes
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	

Charms

Charm Name	Type	Duration	Cost	Keywords, Description and Page Reference
Excellency	S	Instant	1m/die	Automatically availbale for all Caste/Favored Abilities, as well as all others where you posses at least one Charm. Add Charm-based bonus dice to relevant actions or static values. Maximum dice added are the relevant (Attribute + Ability). Static values increase for 1 per 2 dice

MadLetter's Character Sheet - Additional Charms

Name: _____ Caste: _____ Supernal: _____

Player: _____ Concept: _____

Anima: _____

Charms

Charm Name	Type	Duration	Cost	Keywords, Description and Page Reference

MadLetter's Character Sheet - Additional Merits

Name: _____ Caste: _____ Supernal: _____

Player: _____ Concept: _____

Anima: _____

Merits

Merit	Rating	Notes	Merit	Rating	Notes
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	
	○○○○○			○○○○○	

Notes