



Name

Caste/Char  
Concept

Essence

Personal  
Motes

Willpower

Peripheral  
Motes

Resolve

Guile

Appearance

Join Battle

Parry

Evasion

Movement

Soak

Hardness

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[Greyed out bar]

Actions

Dice

Attacks

Accuracy

Damage

Min

[Greyed out bar]

[Greyed out bar]

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Panoply/Equipment

Health Levels

[Greyed out bar]

[Greyed out bar]

[Greyed out bar]

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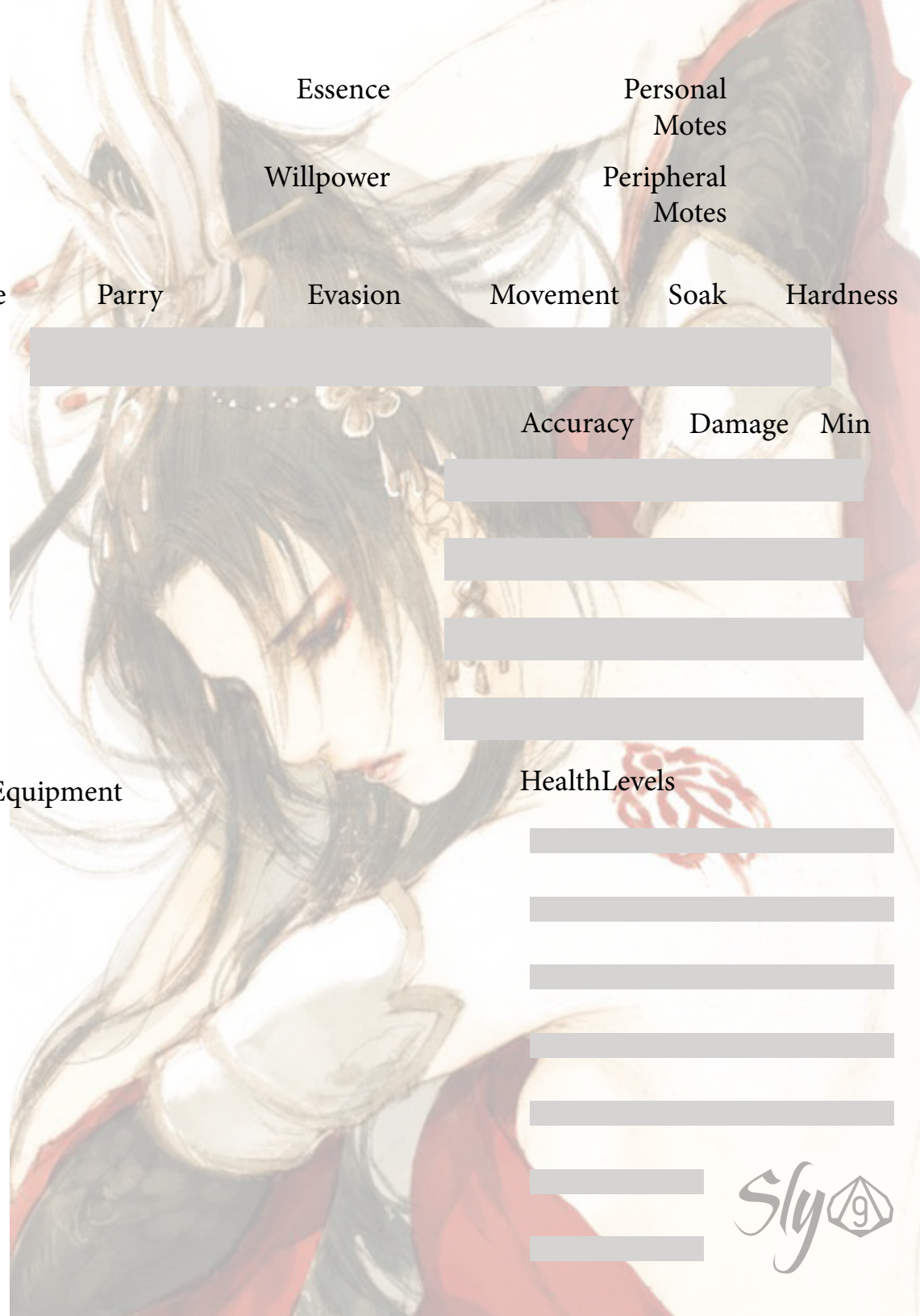
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Merits

Sorcery/Spells

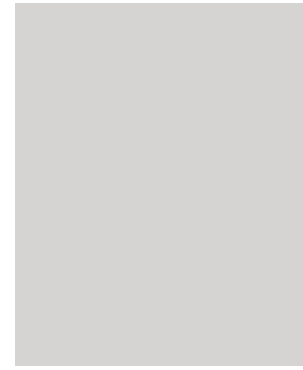
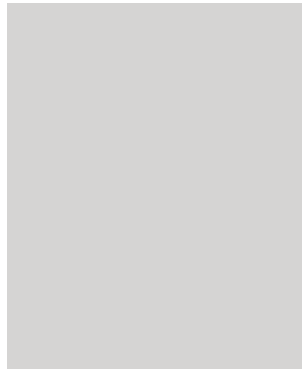


Offensive Charms

Defensive Charms

Social Charms

Miscellaneous Charms



Background



Intimacies

Strength/Type

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

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Notes