



Name

Caste/Char  
Concept

Essence

Personal  
Motes

Willpower

Peripheral  
Motes

Resolve

Guile

Appearance

Join Battle

Parry

Evasion

Movement

Soak

Hardness

[Redacted]

[Redacted]

Actions

Dice

Attacks

Accuracy

Damage

Min

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

[Redacted]

Offensive Charms

Defensive Charms

Social Charms

Health Levels

[Redacted]

[Redacted]

[Redacted]

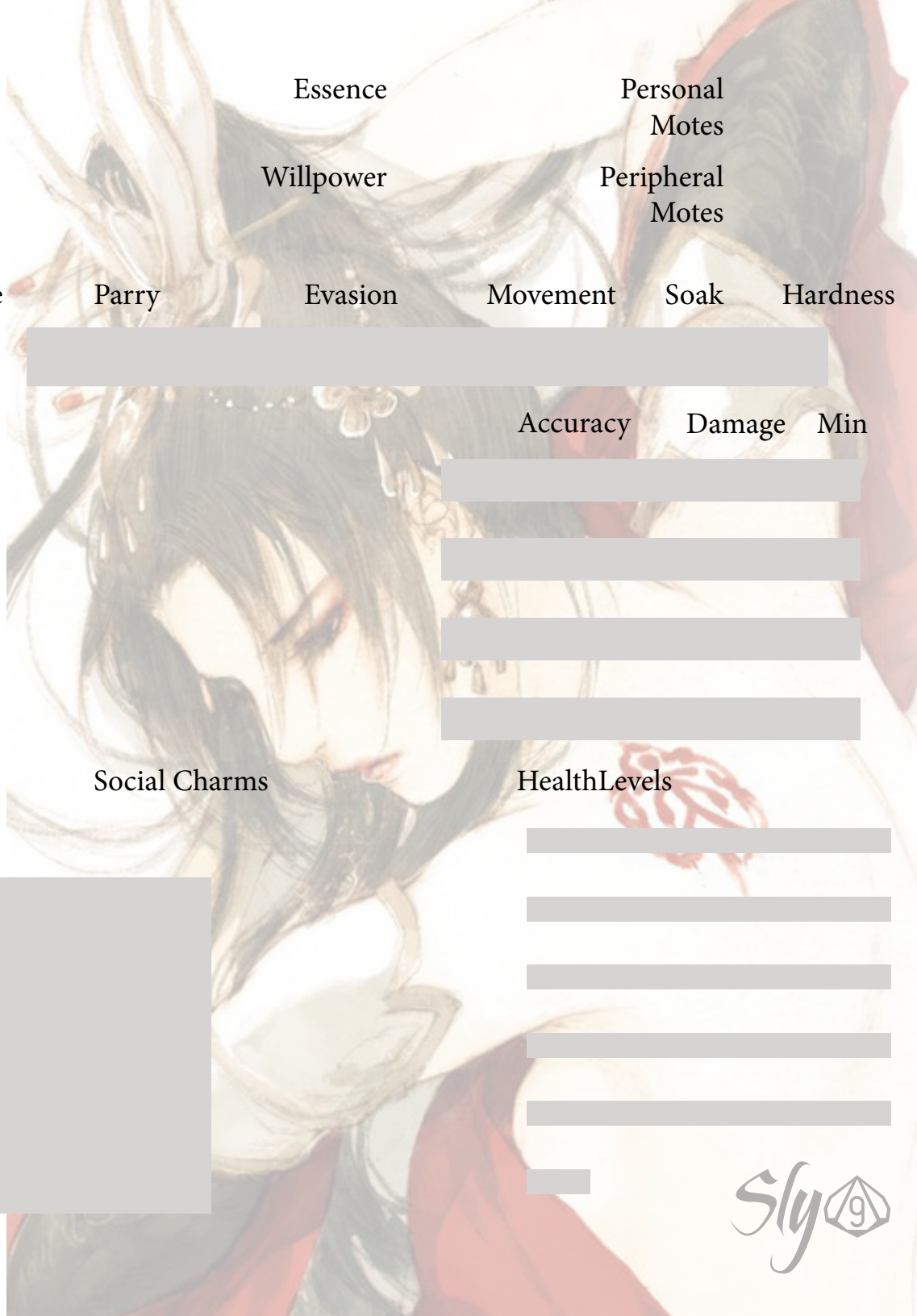
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Background

Intimacies

Strength/Type

10 horizontal grey bars for data entry, corresponding to the Strength/Type and Intimacies columns.

Merits

Notes

