	Character Name
Sheet v2.2 by Democritus - www.tricktonic.com Layout v1.0 by Nick Greyden  Person	ncept:
•	Attributes Willpower
Strength OOOOOOO Charism Dexterity OOOOOOO Manipul Stamina OOOOOOO Appeara	■ ●00000000 Perception ●00000000 000000000000000000000000000
	Abilities
Dawn Caste       1 2 3 IM E         ☐ Archery       ○○○○○○○○○□□□□□□□□□□□□□□□□□□□□□□□□□□□□	
Anima	SPECIALTIES
	000       000         000       000         000       000         000       000         000       000

may be spent to suppress the Virtue for the scene and to act as

desired. If the primary Virtue is suppressed, gain 1 point of Limit.

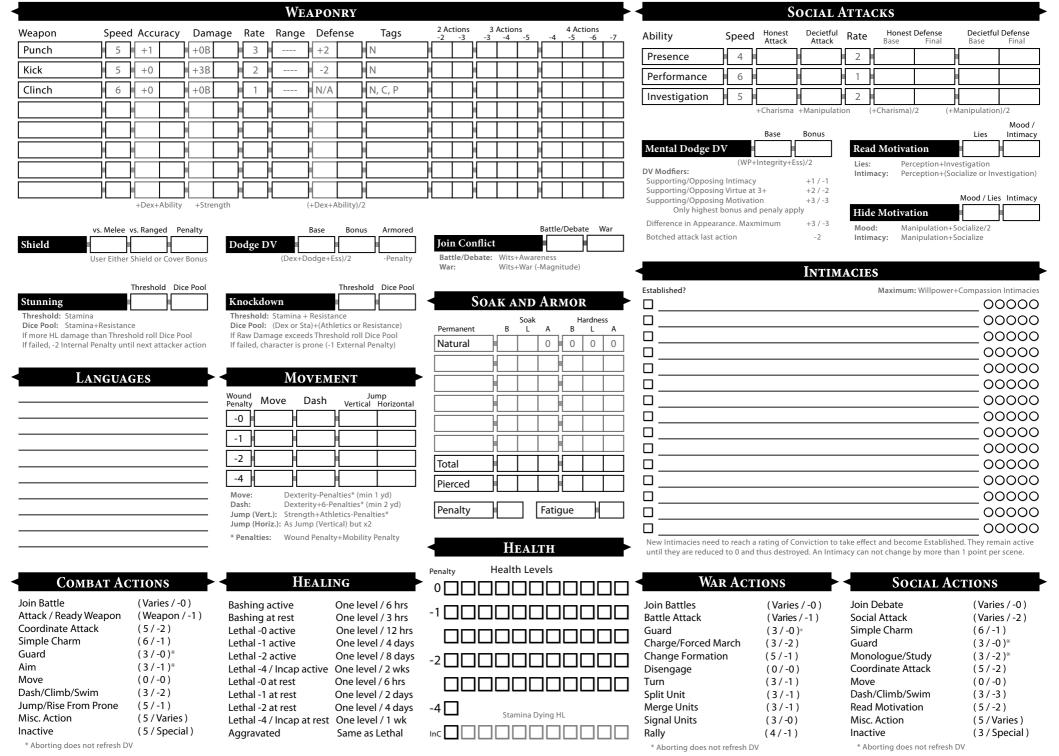
## **Essence** VIRTUES Compassion Conviction Flaw: \_ Personal Peripheral **Committed Essence** ••0000000 •0000 **•**0000 Base Pool Bonus Total Duration: Personal Temperance Valor Peripheral **•**0000 **•**0000 Personal: (Ess x3)+WP Condition: Peripheral: (Ess x7)+WP+Sum of all Virtues Manse Cult Other Respiration Acting against a Virtue: When acting contrary to a Virtue ranked at 3 or higher, the Limit At Ease: +4m / hour Shadowland: -50% character has to fail at a Virtue roll. If the roll succeeds then 1WP Relaxed: +8m / hour Calibration: Available

**EXPERIENCE** Total Remaining

Level Anima Flare 1-3 mark glitters mark shines 8-10 coruscant aura Stealth impossible

Other Effects none

Stealth +2 diffculty 11-15 brilliant bonfire Anima Power activates 16+ totemic aura Anima Power activates



	Backgrounds
Rating 1 2 3 4 5 N/	Description / Details
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	MERITS AND FLAWS
Name Descript	tion



ALLIES AND CIRCLE MATES
CHARACTER DESCRIPTION
CHARACTER DESCRIPTION
MISCELLANEOUS POSSESIONS
WHISELERINE COST COSESSIONS

	CHARMS AND SPELLS									
Combos 1 2 3 4 5	Name	Trait	Cost	Type	Duration	Obvio	Effect / Keywords / Description	Source		
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	First (Ability) Excellency	Varie	1m / die	Reflexive (1/2)	Instant		Add dice up to (Attribute+Ability) to a roll	Corebook 183		
						_				
		Varie	_				Add up to (Attribute+Ability)/2 (round down) successes	Corebook 184		
		Varie	_	Reflexive (4/6)			Use after a roll to reroll, new result is optional or add (Ability/2) to a static rating (DV)	Corebook 185		
00000	Infinite (Ability) Mastery	Varie	2m + 1wp	Simple (6 tix)	1 scene		Every 2 commited motes reduce the cost of the 1st, 2nd and 3rd Excellency by 1 for the rest of the scene	Corebook 185		
	(Ability) Essence Flow	Varie	none	Permanent	Instant		Allows the 1st to 3rd Excellency to be used without counting as Charms. Incompatible with Infinte Mastery	Corebook 187		
	Сомво 1		Сомво 2				Сомво 3 Сомво 4			
	COMBUI		COMBU 2				COMBO 3	)		
Name		Name			Name _		Name Name			
Looks		Looks			Looks _		Looks Looks			
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Effect		Effect			Effect _		Effect Effect			
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