



NAME: Arora
 PLAYER: Mari
 CASTE: Twilight

CONCEPT: Tomb Raider
 NATURE: Savant
 ANIMA: Eye on top of a pyramid

ATTRIBUTES

STRENGTH _____ ●●●●○ CHARISMA _____ ●●●●○ PERCEPTION _____ ●●●●○
 DEXTERITY _____ ●●●●○ MANIPULATION _____ ●○○○○ INTELLIGENCE _____ ●●●●○
 STAMINA _____ ●●●●○ APPEARANCE _____ ●●●●○ WITS _____ ●●●●○

ABILITIES

DAWN		ZENITH		TWILIGHT	
<input type="checkbox"/> ARCHERY _____ ●○○○○	<input type="checkbox"/> ENDURANCE _____ ●○○○○	<input checked="" type="checkbox"/> CRAFTS <u>1st Age Restoration</u> _____ ●●○○○	<input type="checkbox"/> PERFORMANCE _____ ●○○○○	<input checked="" type="checkbox"/> INVESTIGATION _____ ●○○○○	<input type="checkbox"/> LORE _____ ●●●●○
<input type="checkbox"/> BRAWL _____ ○○○○○	<input type="checkbox"/> PRESENCE _____ ○○○○○	<input checked="" type="checkbox"/> MEDICINE _____ ○○○○○	<input type="checkbox"/> RESISTANCE _____ ○○○○○	<input checked="" type="checkbox"/> OCCULT _____ ●●●●○	
<input type="checkbox"/> MARTIAL ARTS _____ ○○○○○	<input type="checkbox"/> SURVIVAL _____ ●○○○○				
<input checked="" type="checkbox"/> MELEE _____ ●●○○○					
<input type="checkbox"/> THROWN _____ ○○○○○					
NIGHT		ECLIPSE		SPECIALTIES	
<input checked="" type="checkbox"/> ATHLETICS _____ ●●●●○	<input type="checkbox"/> BUREAUCRACY _____ ●●○○○	<input type="checkbox"/> _____ ○○○○○	<input type="checkbox"/> LINGUISTICS _____ ●●○○○	<input type="checkbox"/> _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input checked="" type="checkbox"/> AWARENESS _____ ●●●●○	<input type="checkbox"/> RIDE _____ ●○○○○	<input type="checkbox"/> _____ ○○○○○	<input type="checkbox"/> SALES _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input checked="" type="checkbox"/> DODGE _____ ●●●●○	<input type="checkbox"/> SAIL _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○	<input type="checkbox"/> SOCIALIZE _____ ●○○○○	<input type="checkbox"/> _____ ○○○○○	<input type="checkbox"/> _____ ○○○○○
<input checked="" type="checkbox"/> LARCENY _____ ●●●●○	<input type="checkbox"/> SOCIALIZE _____ ●○○○○				
<input type="checkbox"/> STEALTH _____ ●○○○○					

ADVANTAGES

BACKGROUNDS		CHARMS	
<u>Backing</u> _____ ●●○○○	Name	Cost	Name
<u>Contacts</u> _____ ●●○○○	<u>Terrestrial Circle Sorcery</u> _____	<u>1 Willpower</u>	<u>The Eye and the Mouth</u> _____
<u>Resources</u> _____ ●●●○○	<u>Excellent Strike</u> _____	<u>1 mote/die</u>	<u>15 motes</u>
_____ ○○○○○	<u>Hungry Tiger Technique</u> _____	<u>1 mote</u>	_____
_____ ○○○○○	<u>Ox-Body Technique</u> _____	<u>None</u>	_____
_____ ○○○○○	<u>Reed in the Wind</u> _____	<u>1 mote/2 dice</u>	_____
_____ ○○○○○	<u>Shadow Over Water</u> _____	<u>2 motes</u>	_____
_____ ○○○○○	<u>Emerald Countermagic</u> _____	<u>10 or 20 motes</u>	_____
_____ ○○○○○	<u>Manifestations of Vigorous Design</u> _____	<u>5 motes (C)</u>	_____
_____ ○○○○○	<u>Spirit Sword</u> _____	<u>20 motes</u>	_____

WEAPONS

Slashing Sword _____
Knife _____
Spirit Sword _____

WILLPOWER

● ● ● ● ● ● ● ● ○ ○
 □ □ □ □ □ □ □ □ □ □

VIRTUES

COMPASSION ●●○○○ □□□□	TEMPERANCE ●●○○○ □□□□
CONVICTION ●●●○○ □□□□	VALOR ●●○○○ □□□□

ANIMA

May use their anima as protective shields. _____

HEALTH

SOAK
 B 11 L 7 A 6

ESSENCE

● ● ● ○ ○ ○
 PERSONAL 17 | _____
 PERIPHERAL 38 | _____
 COMMITTED (5)

LIMIT BREAK

□ □ □ □ □ □ □ □ □ □

VIRTUE FLAW

Heart of Flint (p132) - For days = Conviction, character feels/expresses no emotion - FTF Social roles @ -2
Limit Break: Frustrated by intemperate/childish world.

-0	□	■	■	■	■	■	■
-1	□	□	□	□	■	■	■
-2	□	□	■	■	■	■	■
	■	■	■	■	■	■	■
-4							□
INCAPACITATED							□

EXPERIENCE

12.0