Sins

Name _____ Player _____
Faction _____ Shaping _____

Attributes

	Body	Conviction	Cunning	Passion	Reason	Prowess
Rating:	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐	☐☐☐☐☐☐

Fate ☐☐☐☐☐☐

Focus Base [ ] Current [ ]

Skills

	Name	Rating (6+ 5+ 4+ 3+)
Natural	Athletics	■ ☐ ☐ ☐
	Authority	■ ☐ ☐ ☐
	Logic	■ ☐ ☐ ☐
	Panache	■ ☐ ☐ ☐
	Perception	■ ☐ ☐ ☐
	Resolve	■ ☐ ☐ ☐
Learnt	Crafts	☐ ☐ ☐ ☐
	Keening	☐ ☐ ☐ ☐
	Knowledge	☐ ☐ ☐ ☐
	Medicine	☐ ☐ ☐ ☐
	Stealth	☐ ☐ ☐ ☐
	Survival	☐ ☐ ☐ ☐
Combat	Archery	☐ ☐ ☐ ☐
	Fight	☐ ☐ ☐ ☐
	Marksmanship	☐ ☐ ☐ ☐
	Melee	☐ ☐ ☐ ☐

Motivations

Maximum Motivations: [ ]

Passion + Conviction: if 5 or less = 1, if 6-9 = 2, if 10 or more = 3

Foundation: _____ Achievement Points: ○○○/○○○/○○○
Drive: _____
Invoked ○○○

Foundation: _____ Achievement Points: ○○○/○○○/○○○
Drive: _____
Invoked ○○○

Foundation: _____ Achievement Points: ○○○/○○○/○○○
Drive: _____
Invoked ○○○

Foundation: _____ Achievement Points: ○○○/○○○/○○○
Drive: _____
Invoked ○○○

Qualities

Specialities

Inventory

Arietta

Equipment

Name	DMG	Pool	Rng	Ammo

Creed

Name: _____

Permanent Creed: ☐☐☐☐☐☐
Temporary Creed: ○○○○○○

Spite

Hollow Nature: _____

Permanent Spite: ☐☐☐☐☐☐
Temporary Spite: ○○○○○○

Anima

	Max	Current
Light Anima	[ ]	[ ]
Neutral Anima	[ ]	[ ]
Dark Anima	[ ]	[ ]

Vitality

		Th
Injured	○○○○○○○○	[ ]
Mauled	○○○○○○○○	[ ]
Critical	○○○○○○○○	[ ]
Deadly	○○○○○○○○	[ ]
Resilience	Over Kill ○	[ ]