Sidereals™

Name: _____ Concept: _____
Player: _____ Motivation: _____
Aspect: _____ Anima: _____

Attributes

Strength	●OOOO	Charisma	●OOOO	Perception	●OOOO
Dexterity	●OOOO	Manipulation	●OOOO	Intelligence	●OOOO
Stamina	●OOOO	Appearance	●OOOO	Wits	●OOOO

Abilities

Journeys

- ☐ Resistance _____ OOOOO
- ☐ Ride _____ OOOOO
- ☐ Sail _____ OOOOO
- ☐ Survival _____ OOOOO
- ☐ Thrown _____ OOOOO

Serenity

- ☐ Craft _____ OOOOO
- ☐ Dodge _____ OOOOO
- ☐ Linguistics _____ OOOOO
- ☐ Peformance _____ OOOOO
- ☐ Socialize _____ OOOOO

Battles

- ☐ Archery _____ OOOOO
- ☐ Athletics _____ OOOOO
- ☐ Melee _____ OOOOO
- ☐ Presence _____ OOOOO
- ☐ War _____ OOOOO

Secrets

- ☐ Investigation _____ OOOOO
- ☐ Larceny _____ OOOOO
- ☐ Lore _____ OOOOO
- ☐ Occult _____ OOOOO
- ☐ Stealth _____ OOOOO

Endings

- ☐ Awareness _____ OOOOO
- ☐ Bureaucracy _____ OOOOO
- ☐ Integrity _____ OOOOO
- ☐ Martial Arts _____ OOOOO
- ☐ Medicine _____ OOOOO

Specialties

- ☐ _____ OOOOO
- ☐ _____ OOOOO
- ☐ _____ OOOOO
- ☐ _____ OOOOO
- ☐ _____ OOOOO

Advantages

Backgrounds

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Colleges

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Charms

Name	Cost	Name	Cost

Weapons

_____
_____
_____
_____

Anima

_____
_____
_____
_____

Limit Break

☐☐☐☐☐☐☐☐☐☐

Flawed Fate

_____
_____
_____

Willpower

O O O O O O O O O O

☐☐☐☐☐☐☐☐☐☐

Soak

B_____ L_____ A_____

Health

-0	☐☐☐☐☐
-1	☐☐☐☐☐
-2	☐☐☐☐☐
	☐☐☐☐☐
-4	☐
Incapacitated	☐

Virtues

Compassion ●OOOO ☐☐☐☐☐	Temperance ●OOOO ☐☐☐☐☐
Conviction ●OOOO ☐☐☐☐☐	Valor ●OOOO ☐☐☐☐☐

Essence

● O O O O O

Personal ____ | ____
Peripheral ____ | ____
Committed _____

Experience

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