



THE LUNARS

NAME
PLAYER
CASTE
TOTEM

CONCEPT
NATURE
FACE/RANK
REMNIN

ATTRIBUTES

STRENGTH ○○○○○○○○○○○+___ CHARISMA ○○○○○ PERCEPTION ○○○○○
DEXTERITY ○○○○○○○○○○○+___ MANIPULATION ○○○○○ INTELLIGENCE ○○○○○
STAMINA ○○○○○○○○○○○+___ APPEARANCE ○○○○○ WITS ○○○○○

ABILITIES

WAR LIFE WISDOM
ARCHERY ○○○○○ CRAFTS ○○○○○ BUREAUCRACY ○○○○○
ATHLETICS ○○○○○ LARCENY ○○○○○ INVESTIGATION ○○○○○
AWARENESS ○○○○○ LINGUISTICS ○○○○○ LORE ○○○○○
BRAWL ○○○○○ PERFORMANCE ○○○○○ MEDICINE ○○○○○
DODGE ○○○○○ PRESENCE ○○○○○ OCCULT ○○○○○
ENDURANCE ○○○○○ PRIDE ○○○○○
MARTIAL ARTS ○○○○○ SAIL ○○○○○
MELEE ○○○○○ SOCIALIZE ○○○○○
RESISTANCE ○○○○○ STEALTH ○○○○○
THROW ○○○○○ SURVIVAL ○○○○○

SPECIALTIES

ADVANTAGES

DEADLY BEASTMAN TRANSFORMATION GIFTS

TELL

Table with 2 columns and 5 rows for Deadly Beastman Transformation Gifts.

Table with 2 columns and 2 rows for Tell and Anima Power.

HEALTH LEVELS

WILLPOWER

ESSENCE

Health levels from -0 to -4 with corresponding square icons.

Willpower levels with corresponding circle icons.

Essence levels with corresponding circle icons.

VIRTUE FLAW

PERSONAL

PERIPHERAL

Table for tracking Personal and Peripheral virtues.

LIMIT BREAK

Limit Break progress bar with square icons.

Table for tracking Soak (B, L, A) and Beastform.

(BEASTFORM)

LAST FORM TAKEN

- Human, Hybrid, Animal checkboxes.

VIRTUES

Temperance, Cunning, Valor, Mettle progress bars.

LUNAR CYCLE

Full Moon, Changing Moon, No Moon progress bars.

WEAPONS & ATTACKS

WEAPON/ATTACK	SPEED*	ACCURACY*	DAMAGE*	DEFENSE*	RATE	RANGE	CARRIED?
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>
	/	/	/	/			<input type="checkbox"/>

ARMORS

TYPE	B/L	FATIGUE	MOB PEN	COMMIT	DESCRIPTION	WORN?
	/					<input type="checkbox"/>
	/					<input type="checkbox"/>

AMMUNITION

	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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ARTIFACTS

NAME	ARTIFACT	COMMIT	DESCRIPTION	CARRIED?
	○○○○○			<input type="checkbox"/>
	○○○○○			<input type="checkbox"/>
	○○○○○			<input type="checkbox"/>
	○○○○○			<input type="checkbox"/>
	○○○○○			<input type="checkbox"/>
	○○○○○			<input type="checkbox"/>

SPECIALTIES

<input type="checkbox"/>	○○○○○	<input type="checkbox"/>		○○○○○
<input type="checkbox"/>	○○○○○	<input type="checkbox"/>		○○○○○
<input type="checkbox"/>	○○○○○	<input type="checkbox"/>		○○○○○
<input type="checkbox"/>	○○○○○	<input type="checkbox"/>		○○○○○
<input type="checkbox"/>	○○○○○	<input type="checkbox"/>		○○○○○

EXPANDED BACKGROUNDS

ALLIES ○○○○○	FAMILIAR ○○○○○	RESOURCES ○○○○○
	FOLLOWERS ○○○○○	HEART'S BLOOD (ANIMAL) ○○○○○
BACKING ○○○○○	INFLUENCE ○○○○○	
CONTACTS ○○○○○	MANSE ○○○○○	
	MENTOR ○○○○○	HEART'S BLOOD (HUMAN) ○○○○○
CULT ○○○○○	REMOVN ○○○○○	

*DIAL VALUES ARE FOR HUMAN/BEASTMAN TRAITS

