



NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

VICE:
MASTER:
MOTIVE:

ATTRIBUTES

Physical	Social	Mental
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Archery _____ 00000	Demonology _____ 00000
Awareness _____ 00000	Commerce _____ 00000	Hearth Wisdom _____ 00000
Brawl _____ 00000	Crafts _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Etiquette _____ 00000	Law _____ 00000
Expression _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Ride _____ 00000	Occult _____ 00000
Legerdemain _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Seneschal _____ 00000

ADVANTAGES

Backgrounds	Arcana	Taints/Pacts
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____

==== Virtues ====

Conscience _____ ●0000
Self-Control _____ ●0000
Courage _____ ●0000

==== Willpower ====

0 0 0 0 0 0 0 0 0 0
<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"/>

==== Health ====

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

==== Other Traits ====

Torture _____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

==== Resolve ====

0 0 0 0 0 0 0 0 0 0
<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"/>

==== Torment ====

0 0 0 0 0 0 0 0 0 0
<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"/>

==== Experience ====