



Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Essence:

Affiliation:  
Sect:  
Concept:

### Attributes

**Physical**  
Strength\_\_\_0000000000  
Dexterity\_\_\_0000000000  
Stamina\_\_\_0000000000

**Social**  
Charisma\_\_\_0000000000  
Manipulation\_0000000000  
Appearance\_0000000000

**Mental**  
Perception\_\_\_0000000000  
Intelligence\_0000000000  
Wits\_\_\_\_\_0000000000

### Abilities

**Talents**  
Alertness\_\_\_0000000000  
Art\_\_\_\_\_0000000000  
Athletics\_\_\_0000000000  
Awareness\_\_\_0000000000  
Brawl\_\_\_\_\_0000000000  
Empathy\_\_\_0000000000  
Expression\_0000000000  
Intimidation\_0000000000  
Leadership\_0000000000  
Streetwise\_0000000000  
Subterfuge\_0000000000  
\_\_\_\_\_0000000000

**Skills**  
Crafts\_\_\_\_\_0000000000  
Drive\_\_\_\_\_0000000000  
Etiquette\_\_\_0000000000  
Firearms\_\_\_0000000000  
Martial Arts\_0000000000  
Meditation\_0000000000  
Melee\_\_\_\_\_0000000000  
Research\_\_\_0000000000  
Stealth\_\_\_\_\_0000000000  
Survival\_\_\_0000000000  
Technology\_0000000000  
\_\_\_\_\_0000000000

**Knowledges**  
Academics\_\_\_0000000000  
Computer\_\_\_0000000000  
Cosmology\_\_\_0000000000  
Enigmas\_\_\_\_\_0000000000  
Esoterica\_\_\_0000000000  
Investigation\_0000000000  
Law\_\_\_\_\_0000000000  
Medicine\_\_\_0000000000  
Occult\_\_\_\_\_0000000000  
Politics\_\_\_\_\_0000000000  
Science\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000

### Spheres

Correspondence0000000000  
Entropy\_\_\_\_\_0000000000  
Forces\_\_\_\_\_0000000000

Life\_\_\_\_\_0000000000  
Matter\_\_\_\_\_0000000000  
Mind\_\_\_\_\_0000000000

Prime\_\_\_\_\_0000000000  
Spirit\_\_\_\_\_0000000000  
Time\_\_\_\_\_0000000000

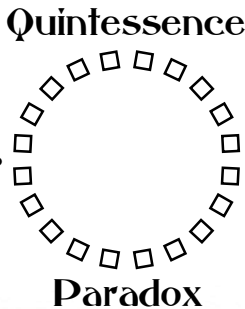
### Advantages

**Backgrounds**  
\_\_\_\_\_0000000000  
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**Arete**  
O O O O O O O O O O  
**Willpower**  
O O O O O O O O O O  
□ □ □ □ □ □ □ □ □ □

**Health**  
Bruised   
Hurt -1   
Injured -1   
Wounded -2   
Mauled -2   
Crippled -5   
Incapacitated

**Other Traits**  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000



**Experience**



## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Other Traits

_____0000000000	_____0000000000	_____0000000000
_____0000000000	_____0000000000	_____0000000000
_____0000000000	_____0000000000	_____0000000000

## Magic

### Wonders

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### Rotes

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### Focus

Paradigm

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Practice

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\_\_\_\_\_

Instruments

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## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

### Armor

Class: \_\_\_\_\_

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Description: \_\_\_\_\_

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## Expanded Background

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## Possessions

**Gear (Carried)**

**Equipment (Owned)**

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**Familiar**

**Grimoires**

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## Chantry

**Location**

**Description**

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# History

## Awakening

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## Goals/Destiny

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Seekings: \_\_\_\_\_

Quiets: \_\_\_\_\_

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## Description

Age: \_\_\_\_\_

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Apparent Age: \_\_\_\_\_

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Date of Birth: \_\_\_\_\_

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Age of Awakening: \_\_\_\_\_

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Hair: \_\_\_\_\_

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Eyes: \_\_\_\_\_

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Ethnicity: \_\_\_\_\_

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Nationality: \_\_\_\_\_

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Height: \_\_\_\_\_

Appearance/Nature of Avatar: \_\_\_\_\_

Weight: \_\_\_\_\_

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Gender: \_\_\_\_\_

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## Visuals

Cabal Chart

Character Sketch

