



Name:
 Player:
 Chronicle:

Nature:
 Demeanor:
 Essence:

Affiliation:
 Sect:
 Concept:

Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Academics _____ 00000
Art _____ 00000	Drive _____ 00000	Computer _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Cosmology _____ 00000
Awareness _____ 00000	Firearms _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Martial Arts _____ 00000	Esoterica _____ 00000
Empathy _____ 00000	Meditation _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Research _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000
_____ 00000	_____ 00000	_____ 00000

Spheres

Correspondence _____ 00000	Life _____ 00000	Prime _____ 00000
Entropy _____ 00000	Matter _____ 00000	Spirit _____ 00000
Forces _____ 00000	Mind _____ 00000	Time _____ 00000

Advantages

Backgrounds	Arete	Health
_____ 00000	0 0 0 0 0 0 0 0 0 0 0	Bruised <input type="checkbox"/>
_____ 00000		Hurt -1 <input type="checkbox"/>
_____ 00000	Willpower	Injured -1 <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0 0	Wounded -2 <input type="checkbox"/>
_____ 00000	<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"/>	Mauled -2 <input type="checkbox"/>
_____ 00000		Crippled -5 <input type="checkbox"/>
	Quintessence	Incapacitated <input type="checkbox"/>
Other Traits	Paradox	Experience
_____ 00000		<input type="text"/>
_____ 00000		
_____ 00000		
_____ 00000		
_____ 00000		
_____ 00000		



Merits & Flaws

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

Other Traits

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

Magic

Wonders

Rotes

Focus

Paradigm

Practice

Instruments

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____



Expanded Background

Allies

Node

Contacts

Resources

Fame

Retainers

Influence

Sanctum

Library

Other (_____)

Possessions

Gear (Carried)

Equipment (Owned)

Familiar

Grimoires

Chantry

Location

Description



History

Awakening

Goals/Destiny

Seekings: _____

Quiets: _____

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

Age of Awakening: _____

Hair: _____

Eyes: _____

Ethnicity: _____

Nationality: _____

Height: _____

Appearance/Nature of Avatar: _____

Weight: _____

Gender: _____

Echoes

Autumn

0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Summer

0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Day

0 0 0 0 0 0 0 0 0 0 0

Spring

0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Winter

0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Night

0 0 0 0 0 0 0 0 0 0 0

Effects: _____

Effects: _____
