



Name:  
Player:  
Virtue:  
Vice:

Allegiance:  
Order:  
Faction:  
Concept:

# ATTRIBUTES

POWER	Intelligence	●0000	Strength	●0000	Presence	●0000
	Wits	●0000	Dexterity	●0000	Manipulation	●0000
FINESSE	Resolve	●0000	Stamina	●0000	Composure	●0000
RESISTANCE						

## SKILLS

## OTHER TRAITS

### Mental

(-3 unskilled)

Academics	00000
Crafts	00000
Investigation	00000
Medicine	00000
Meditation	00000
Occult	00000
Politics	00000
Science	00000

### Physical

(-1 unskilled)

Athletics	00000
Brawl	00000
Firearms	00000
Larceny	00000
Sailing	00000
Stealth	00000
Survival	00000
Weaponry	00000

### Social

(-1 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

### Potestates

_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000

### Merits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

### Flaws

_____
_____
_____
_____

Weapon	Dice Mod.	Range	Rate	Conceal
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Experience: \_\_\_\_\_

### Health

00000000000000
□□□□□□□□□□□□

### Willpower

0000000000
□□□□□□□□□□

### Sigil

0000000000
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### Essence

□□□□□□□□□□
□□□□□□□□□□

### Devotion

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

Size: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Speed: \_\_\_\_\_ Defense: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_

