

# WRAITH THE ARISING

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Death:  
Concord:  
Shadow:

## Attributes

<b>Power</b>	Intelligence	00000	Strength	00000	Presence	00000
<b>Finesse</b>	Wits	00000	Dexterity	00000	Manipulation	00000
<b>Resistance</b>	Resolve	00000	Stamina	00000	Composure	00000

## Skills

### Mental

(-3 unskilled)

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

### Physical

(-1 unskilled)

Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 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

## Other Traits

### Merits

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Numina

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Anchors

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### Thorns

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Corpus

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### Willpower

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### Essence

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 □□□□□□□□□□  
 Max/Per Turn: \_\_\_\_\_

### Tainted Essence

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### Morality/Angst

10 \_\_\_\_\_ 00  
 9 \_\_\_\_\_ 00  
 8 \_\_\_\_\_ 00  
 7 \_\_\_\_\_ 00  
 6 \_\_\_\_\_ 00  
 5 \_\_\_\_\_ 00  
 4 \_\_\_\_\_ 00  
 3 \_\_\_\_\_ 00  
 2 \_\_\_\_\_ 00  
 1 \_\_\_\_\_ 00

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

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Death (+1 bonus Attribute) • Concord • Anchors 10 • Numina 5 (Two dots must be death-affiliated) • Shadow and Heart's Thorn (Based on Virtue or Vice) • Thorns 3 • Merits 7 • (Buying the fifth dot in any area costs two points) • Corpus = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adults • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality/Angst = 7/1 • Essence = Memoriam + d10 roll • Tainted Essence = Successes on Angst - Eidolon roll

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## Other Traits

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

## Flaws/Disadvantage

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## Experience

TOTAL:

Gained From:

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Shadow

Hearts Thorn: \_\_\_\_\_

Shared Convictions:

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Symptoms:

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\_\_\_\_\_

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

TOTAL SPENT: \_\_\_\_\_

Spent On: \_\_\_\_\_

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\_\_\_\_\_

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\_\_\_\_\_

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## Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

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

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

# WRAITH THE ARISING

## Expanded Merits

Allies

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Contacts

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Memoriam

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Other ( \_\_\_\_\_ )

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Mentor

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Retainer

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Status/Favors

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Other ( \_\_\_\_\_ )

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## Grave Goods

Equipment

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Durability

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Structure

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Size

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Cost

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Artifacts

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Relics

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## Saints

Location

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Description

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# WRAITH THE ARISING

## History

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## Goals

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## Description

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

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

R.I.P: \_\_\_\_\_

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

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

Race: \_\_\_\_\_

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

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

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

Sex: \_\_\_\_\_

Distinguishing Characteristics: \_\_\_\_\_

## Visuals

Circle Chart

Character Sketch

