

WRAITH

THE ARISING

Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

Death:
 Concord:
 Shadow:

Attributes

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	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

Numina

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

Anchors

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

Thorns

Corpus

00000000000000
 □□□□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Essence

□□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□

Max/Per Turn: _____

Tainted Essence

□□□□□□□□□□

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

Experience

TOTAL:

Gained From: _____

Shadow

Hearts Thorn: _____

Shared Convictions: _____

Symptoms: _____

Shadow Experience: _____

TOTAL SPENT: _____

Spent On: _____

Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

WRAITH THE ARISING

Expanded Merits

Allies

Contacts

Memoriam

Other (_____)

Mentor

Retainer

Status/Favors

Other (_____)

Grave Goods

Equipment

Durability

Structure

Size

Cost

Artifacts

Relics

Saunts

Location

Description

WRAITH THE ARISING

History

Goals

Description

Age: _____

Date of Birth: _____

R.I.P: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Distinguishing Characteristics: _____

Visuals

Circle Chart

Character Sketch

