Dreamspeakers

Name: Nature: Faction:
Player: Essence: Concept:
Chronicle: Demeanor: Cabal:

Attributes

Physical
Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social
Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental
Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents
Alertness ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills
Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Meditation ○○○○○
Melee ○○○○○
Performance ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

Knowledges
Academics ○○○○○
Computer ○○○○○
Cosmology ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Science ○○○○○

Spheres

The Spirits That Measure ○○○○○
The Architects of Life ○○○○○
The Voices in the Whirlwind ○○○○○

The Soul of Each Thing(Life) ○○○○○
The Soul of Each Thing(Matter) ○○○○○
The Soul Awakened ○○○○○

The Great Spirits ○○○○○
All of the Above and Below ●○○○○
The Spirits that Measure ○○○○○

Advantages

Backgrounds
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

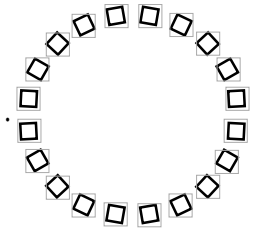
Arete
● ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower
● ● ● ● ● ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

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

Merits & Flaws
Merit	Cost

Flaw	Bonus

Quintessence


Paradox

Resonance
Dynamic ○○○○○
Entropic ○○○○○
Static ○○○○○

Experience