

# VERBENA

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
ESSENCE:  
DEITY/ANOR:

FACTION:  
CONCEPT:  
CABAL:

## 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
Athletics_____00000	Drive_____00000	Computer_____00000
Awareness_____00000	Etiquette_____00000	Cosmology_____00000
Brawl_____00000	Firearms_____00000	Enigmas_____00000
Dodge_____00000	Meditation_____00000	Investigation_____00000
Expression_____00000	Melee_____00000	Law_____00000
Intimidation_____00000	Performance_____00000	Linguistics_____00000
Leadership_____00000	Stealth_____00000	Medicine_____00000
Streetwise_____00000	Survival_____00000	Occult_____00000
Subterfuge_____00000	Technology_____00000	Science_____00000

## SPHERES

The Grain Harvest_____00000	The Greening Earth_____00000	The Hub of the Wheel_____00000
The Wine Harvest_____00000	The Longest Night_____00000	The Blood Harvest_____00000
The Longest Day_____00000	The Awakening_____00000	The Eternal Moment_____00000

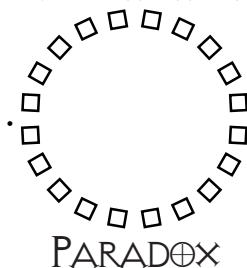
## ADVANTAGES

BACKGROUNDS	ARETE	HEALTH
_____00000	0 0 0 0 0 0 0 0 0 0	Bruised _____ <input type="checkbox"/>
_____00000		Hurt _____ -1 <input type="checkbox"/>
_____00000		Injured _____ -1 <input type="checkbox"/>
_____00000		Wounded _____ -2 <input type="checkbox"/>
_____00000		Mauled _____ -2 <input type="checkbox"/>
_____00000		Crippled _____ -5 <input type="checkbox"/>
_____00000		Incapacitated _____ <input type="checkbox"/>

### OTHER TRAITS

_____00000
_____00000
_____00000
_____00000
_____00000
_____00000

### QUINTESSENCE



### RESONANCE

Dynamic_____00000
Entropic_____00000
Static_____00000

### EXPERIENCE

# VERBENA

## OTHER TRAITS

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

## NOTES

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

## WONDERS

NAME: \_\_\_\_\_  
DESCRIPTION: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

NAME: \_\_\_\_\_  
DESCRIPTION: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

NAME: \_\_\_\_\_  
DESCRIPTION: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

NAME: \_\_\_\_\_  
DESCRIPTION: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## MERITS & FLAWS

MERIT	COST	FLAW	BONUS
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## HISTORY

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

## GOALS/DESTINY

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

## DESCRIPTION

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

AGE: \_\_\_\_\_ HAIR: \_\_\_\_\_  
APPARENT AGE: \_\_\_\_\_ EYES: \_\_\_\_\_  
SEX: \_\_\_\_\_ HEIGHT: \_\_\_\_\_  
RACE: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

## GEAR & EQUIPMENT

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

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____