

# DREAMSPEAKERS

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

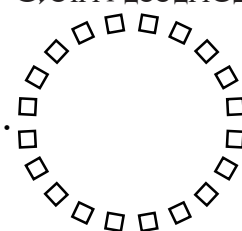
## ABILITIES

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 Spirits That Measure	00000	The Soul of Each Thing(Life)	00000	The Great Spirits	00000
The Architects of Life	00000	The Soul of Each Thing(Matter)	00000	All of the Above and Below	00000
The Voices in the Whirlwind	00000	The Soul Awakened	00000	The Spirits that Measure	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	WILLPOWER	Injured -1 _____ <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0	Wounded -2 _____ <input type="checkbox"/>
_____ 00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mauled -2 _____ <input type="checkbox"/>
_____ 00000		Crippled -5 _____ <input type="checkbox"/>
	QUINTESSENCE	Incapacitated _____ <input type="checkbox"/>
OTHER TRAITS		RESONANCE
_____ 00000	PARADOX	Dynamic _____ 00000
_____ 00000		Entropic _____ 00000
_____ 00000		Static _____ 00000
_____ 00000		EXPERIENCE
_____ 00000		<div style="border: 1px solid black; width: 100px; height: 20px; margin: 0 auto;"></div>

# DREAMSPEAKERS

## MERITS & FLAWS

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

## OTHER TRAITS

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

## MAGIC

### WONDERS

### ROTÉS

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

### ARTIØR

CLASS: \_\_\_\_\_  
 RATING: \_\_\_\_\_  
 PENALITY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# DREAMSPEAKERS

## EXPANDED BACKGROUNDS

ALLIES

NODE

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CONTACTS

RESOURCES

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FATIE

RETAINERS

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INFLUENCE

SANCTUM

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LIBRARY

OTHER( \_\_\_\_\_ )

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## POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FOCI

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FAMILIAR

GRITTOIRE

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## CHANTRY

LOCATION

DESCRIPTION

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# DREAM SPEAKERS

## HISTORY

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## GOALS/DESTINY

SEEKINGS: \_\_\_\_\_

QUIETS: \_\_\_\_\_

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## DESCRIPTION

AGE: \_\_\_\_\_

APPARENT AGE: \_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_

AGE OF AWAKENING: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

RACE: \_\_\_\_\_

NATIONALITY: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

SEX: \_\_\_\_\_

APPEARANCE/NATURE OF AVATAR: \_\_\_\_\_

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## VISUALS

CABAL CHART

CHARACTER SKETCH

