

# EMPYREAN

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Angel:  
Cult:  
Group Name:

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

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

### Health

00000000000000  
□□□□□□□□□□□□

### Willpower

000000000000  
□□□□□□□□□□

### Blessed Will

0 0 0  
□ □ □

### Morality

10 \_\_\_\_\_ 0  
9 \_\_\_\_\_ 0  
8 \_\_\_\_\_ 0  
7 \_\_\_\_\_ 0  
6 \_\_\_\_\_ 0  
5 \_\_\_\_\_ 0  
4 \_\_\_\_\_ 0  
3 \_\_\_\_\_ 0  
2 \_\_\_\_\_ 0  
1 \_\_\_\_\_ 0

## VIRTUES

Charity 000 \_\_\_\_\_  
Faith 000 \_\_\_\_\_  
Fortitude 000 \_\_\_\_\_  
Hope 000 \_\_\_\_\_  
Justice 000 \_\_\_\_\_  
Prudence 000 \_\_\_\_\_  
Temperance 000 \_\_\_\_\_

## VESTMENTS

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

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Virtues 3 • Vestments (Based on Virtue Rating) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7