

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

0000000000
□□□□□□□□□□

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

EMPYREAN

OTHER TRAITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
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 _____ 00000

DERANGEMENTS

Type: _____
 Description: _____

Type: _____
 Description: _____

Type: _____
 Description: _____

Type: _____
 Description: _____

Type: _____
 Description: _____

LANGUAGES

HISTORY

Goals

DESCRIPTION

Age: _____ Height: _____
 Hair: _____ Weight: _____
 Eyes: _____ Race: _____
 Sex: _____ Nationality: _____

ALLIES AND CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS AND EQUIPMENT

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____