



ANARCHS™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical	Social	Mental
Strength _____ OOOOOOOO	Charisma _____ OOOOOOOO	Perception _____ OOOOOOOO
Dexterity _____ OOOOOOOO	Manipulation _____ OOOOOOOO	Intelligence _____ OOOOOOOO
Stamina _____ OOOOOOOO	Appearance _____ OOOOOOOO	Wits _____ OOOOOOOO

Abilities

Talents	Skills	Knowledges
Alertness _____ OOOOOOOO	Animal Ken _____ OOOOOOOO	Academics _____ OOOOOOOO
Athletics _____ OOOOOOOO	Crafts _____ OOOOOOOO	Computer _____ OOOOOOOO
Awareness _____ OOOOOOOO	Drive _____ OOOOOOOO	Finance _____ OOOOOOOO
Brawl _____ OOOOOOOO	Etiquette _____ OOOOOOOO	Investigation _____ OOOOOOOO
Empathy _____ OOOOOOOO	Firearms _____ OOOOOOOO	Law _____ OOOOOOOO
Expression _____ OOOOOOOO	Larceny _____ OOOOOOOO	Medicine _____ OOOOOOOO
Intimidation _____ OOOOOOOO	Melee _____ OOOOOOOO	Occult _____ OOOOOOOO
Leadership _____ OOOOOOOO	Performance _____ OOOOOOOO	Politics _____ OOOOOOOO
Streetwise _____ OOOOOOOO	Stealth _____ OOOOOOOO	Science _____ OOOOOOOO
Subterfuge _____ OOOOOOOO	Survival _____ OOOOOOOO	Technology _____ OOOOOOOO
_____ OOOOOOOO	_____ OOOOOOOO	_____ OOOOOOOO

Advantages

Disciplines	Backgrounds	Virtues
_____ OOOOOOOO	_____ OOOOOOOO	Conscience/Conviction _____ OOOOO
_____ OOOOOOOO	_____ OOOOOOOO	Self-Control/Instinct _____ OOOOO
_____ OOOOOOOO	_____ OOOOOOOO	Courage _____ OOOOO
_____ OOOOOOOO	_____ OOOOOOOO	
_____ OOOOOOOO	_____ OOOOOOOO	
_____ OOOOOOOO	_____ OOOOOOOO	

Humanity/Path

_____ OOOOOOOO

Bearing: _____ ()

Willpower

_____ OOOOOOOO

_____ □□□□□□□□

Blood Pool

_____ □□□□□□□□

_____ □□□□□□□□

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Blood Per Turn: _____

Health

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Weakness

Experience