

ANARCHS

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Sire:

Attributes

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

Abilities

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

Advantages

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

Humanity/Path

OOOOOOOOOOO
Bearing: _____ ()

Willpower

OOOOOOOOOOO
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
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Blood Per Turn: _____

Health

Bruised		□
Hurt	- 1	□
Injured	- 1	□
Wounded	- 2	□
Mauled	- 2	□
Crippled	- 5	□
Incapacitated		□

Weakness

Experience

