

ANARCHS

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

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

Abilities

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

Advantages

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

Humanity/Path

_____ OOOOOOOOOO
Bearing: _____ ()

Willpower

_____ OOOOOOOOOO
□ □ □ □ □ □ □ □ □ □

Blood Pool

_____ □ □ □ □ □ □ □ □ □ □
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Blood Per Turn: _____

Health

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

Weakness

Experience

ANARCHS™

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Other Traits

_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO

Rituals

Paths

Name	Level	
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO

Experience

Derangements

Total: _____
Total Spent: _____
Spent On: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
Rating: _____
Penalty: _____
Description: _____

ANARCHS™

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other()

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Blood Bonds

Bound To

Rating

Bound To

Rating

Havens

Location

Description



ANARCHS™

History

Prelude

Goals

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.P.: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

Coterie Chart

Character Sketch

