

# 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

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OOOOOOOOOOO

Bearing: \_\_\_\_\_ ( )

## Willpower

OOOOOOOOOOO

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## 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



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## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Other Traits

	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO

## Rituals

## Paths

Name	Level	
		OOOOO
		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:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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## Expanded Backgrounds

Allies

Mentor

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Contacts

Resources

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Fame

Retainers

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Herd

Status

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Influence

Other( )

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## Possessions

Gear(Carried)

Equipment(Owned)

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Feeding Grounds

Vehicles

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## Blood Bonds

Bound To

Rating

Bound To

Rating

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## Havens

Location

Description

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# ANARCHS™

## History Prelude

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## Goals

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## Description

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

R.I.P: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## Visuals

Coterie Chart

Character Sketch

