Anarchs

Name: | Nature: | Clan:

Player: | Demeanor: | Generation:

Chronicle: | Concept: | Sire:

Attributes

Physical

Strength ●○○○○○○
Dexterity ●○○○○○○
Stamina ●○○○○○○

Social

Charisma ●○○○○○○
Manipulation ●○○○○○○
Appearance ●○○○○○○

Mental

Perception ●○○○○○○
Intelligence ●○○○○○○
Wits ●○○○○○○

Abilities

Talents

Alertness ○○○○○○○
Athletics ○○○○○○○
Brawl ○○○○○○○
Dodge ○○○○○○○
Empathy ○○○○○○○
Expression ○○○○○○○
Intimidation ○○○○○○○
Leadership ○○○○○○○
Streetwise ○○○○○○○
Subterfuge ○○○○○○○

Skills

Animal Ken ○○○○○○○
Crafts ○○○○○○○
Drive ○○○○○○○
Etiquette ○○○○○○○
Firearms ○○○○○○○
Melee ○○○○○○○
Performance ○○○○○○○
Security ○○○○○○○
Stealth ○○○○○○○
Survival ○○○○○○○

Knowledges

Academics ○○○○○○○
Computer ○○○○○○○
Finance ○○○○○○○
Investigation ○○○○○○○
Law ○○○○○○○
Linguistics ○○○○○○○
Medicine ○○○○○○○
Occult ○○○○○○○
Politics ○○○○○○○
Science ○○○○○○○

Advantages

Disciplines

_____ ○○○○○○○
_____ ○○○○○○○
_____ ○○○○○○○
_____ ○○○○○○○
_____ ○○○○○○○
_____ ○○○○○○○

Backgrounds

_____ ○○○○○○○
_____ ○○○○○○○
_____ ○○○○○○○
_____ ○○○○○○○
_____ ○○○○○○○
_____ ○○○○○○○

Virtues

Conscience/Conviction ●○○○○
Self-Control/Instinct ●○○○○
Courage ●○○○○

Merits & Flaws

Merit	Cost

Flaw	Cost

Humanity/Path

_____
○○○○○○○○○○

Willpower

○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐

Bloodpool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Points Per Turn: _____

Health

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

Weakness

Experience