

# ELYSIUM

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

## ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ 00000000	Charisma _____ 00000000	Perception _____ 00000000
Dexterity _____ 00000000	Manipulation _____ 00000000	Intelligence _____ 00000000
Stamina _____ 00000000	Appearance _____ 00000000	Wits _____ 00000000

## ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 00000000	Animal Ken _____ 00000000	Academics _____ 00000000
Athletics _____ 00000000	Crafts _____ 00000000	Computer _____ 00000000
Brawl _____ 00000000	Drive _____ 00000000	Finance _____ 00000000
Dodge _____ 00000000	Etiquette _____ 00000000	Investigation _____ 00000000
Empathy _____ 00000000	Firearms _____ 00000000	Law _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Linguistics _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Medicine _____ 00000000
Leadership _____ 00000000	Security _____ 00000000	Occult _____ 00000000
Streetwise _____ 00000000	Stealth _____ 00000000	Politics _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Science _____ 00000000

## ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
_____ 00000000	_____ 00000000	Conscience/Conviction_ 000000
_____ 00000000	_____ 00000000	Self-Control/Instinct__ 000000
_____ 00000000	_____ 00000000	Courage _____ 000000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	

### OTHER TRAITS

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

### HUMANITY/PATH

0 0 0 0 0 0 0 0 0 0

### WILLPOWER

0 0 0 0 0 0 0 0 0 0

### BLOODPOOL

POINTS 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

# ELYSIUM

## MERITS & FLAWS

MERIT	Type	COST	FLAW	Type	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## OTHER TRAITS

_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000

## RITUALS

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## PATHS

_____00000
_____00000
_____00000
_____00000
_____00000
_____00000

## EXPERIENCE

TOTAL: \_\_\_\_\_  
 TOTAL SPENT: \_\_\_\_\_  
 SPENT ON: \_\_\_\_\_

## DERANGEMENTS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## LANGUAGES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

## ARMOR

CLASS: \_\_\_\_\_  
 RATING: \_\_\_\_\_  
 PENALTY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# ELYSIUM

## EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(\_\_\_\_\_)

## POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

## BLOODBONDS/VINCULI

BOUND TO

RATING

BOUND TO

RATING

LOCATION

HAVENS

DESCRIPTION

