

# ELYSIUM

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ ●0000000  
 Dexterity \_\_\_\_\_ ●0000000  
 Stamina \_\_\_\_\_ ●0000000

### SOCIAL

Charisma \_\_\_\_\_ ●0000000  
 Manipulation \_\_\_\_\_ ●0000000  
 Appearance \_\_\_\_\_ ●0000000

### MENTAL

Perception \_\_\_\_\_ ●0000000  
 Intelligence \_\_\_\_\_ ●0000000  
 Wits \_\_\_\_\_ ●0000000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000000  
 Athletics \_\_\_\_\_ 00000000  
 Brawl \_\_\_\_\_ 00000000  
 Dodge \_\_\_\_\_ 00000000  
 Empathy \_\_\_\_\_ 00000000  
 Expression \_\_\_\_\_ 00000000  
 Intimidation \_\_\_\_\_ 00000000  
 Leadership \_\_\_\_\_ 00000000  
 Streetwise \_\_\_\_\_ 00000000  
 Subterfuge \_\_\_\_\_ 00000000

### SKILLS

Animal Ken \_\_\_\_\_ 00000000  
 Crafts \_\_\_\_\_ 00000000  
 Drive \_\_\_\_\_ 00000000  
 Etiquette \_\_\_\_\_ 00000000  
 Firearms \_\_\_\_\_ 00000000  
 Melee \_\_\_\_\_ 00000000  
 Performance \_\_\_\_\_ 00000000  
 Security \_\_\_\_\_ 00000000  
 Stealth \_\_\_\_\_ 00000000  
 Survival \_\_\_\_\_ 00000000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000000  
 Computer \_\_\_\_\_ 00000000  
 Finance \_\_\_\_\_ 00000000  
 Investigation \_\_\_\_\_ 00000000  
 Law \_\_\_\_\_ 00000000  
 Linguistics \_\_\_\_\_ 00000000  
 Medicine \_\_\_\_\_ 00000000  
 Occult \_\_\_\_\_ 00000000  
 Politics \_\_\_\_\_ 00000000  
 Science \_\_\_\_\_ 00000000

## ADVANTAGES

### DISCIPLINES

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### BACKGROUNDS

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### VIRTUES

Conscience/Conviction \_\_\_\_\_ ●00000  
 Self-Control/Instinct \_\_\_\_\_ ●00000  
 Courage \_\_\_\_\_ ●00000

### OTHER TRAITS

\_\_\_\_\_ 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   
 Hurt -1   
 Injured -1   
 Wounded -2   
 Mauled -2   
 Crippled -5   
 Incapacitated

### 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
_____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

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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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## BLOODBONDS/VINCULI

BOUND TO

RATING

BOUND TO

RATING

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## HAVENS

LOCATION

DESCRIPTION

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# ELYSIUM

## POWER SOURCES

ALLIES

CONTACTS

INFLUENCE

### GOVERNMENTS

INTERNATIONAL: \_\_\_\_\_

NATIONAL: \_\_\_\_\_

STATE & LOCAL AGENCIES: \_\_\_\_\_

### BUSINESSES

INTERNATIONAL CONGLOMERATES: \_\_\_\_\_

NATIONAL BUSINESSES: \_\_\_\_\_

SMALL COMPANIES: \_\_\_\_\_

BUSINESS ASSOCIATIONS: \_\_\_\_\_

### FINANCIAL MARKETS

INTERNATIONAL SECURITIES EXCHANGE: \_\_\_\_\_

BANKS: \_\_\_\_\_

CURRENCY MARKETS: \_\_\_\_\_

PRIVATE, COLLECTOR MARKETS: \_\_\_\_\_

### UNIONS

INTERNATIONAL LABOR GROUPS: \_\_\_\_\_

NATIONAL UNIONS: \_\_\_\_\_

LOCAL LABOR ORGANIZATIONS: \_\_\_\_\_

### SCHOOLS

UNIVERSITIES: \_\_\_\_\_

SCHOOLS: \_\_\_\_\_

THINK TANKS: \_\_\_\_\_

### POLITICAL ORGANIZATIONS

MAINSTREAM: \_\_\_\_\_

EXTREME: \_\_\_\_\_

FRINGE: \_\_\_\_\_

### RELIGIOUS ORGANIZATIONS

INTERNATIONAL: \_\_\_\_\_

NATIONAL: \_\_\_\_\_

LOCAL: \_\_\_\_\_

FRINGE: \_\_\_\_\_

