

Name:
Shadow Name:
Player:

Virtue:
Vice:
Concept:

Clan Heritage:
Order:
Chronicle:

ATTRIBUTES

power	Intelligence	00000	Strength	00000	Presence	00000
finesse	Wits	00000	Dexterity	00000	Manipulation	00000
resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

PHYSICAL

(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

SOCIAL

(-1 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

OTHER TRAITS

ARCANA

Death	00000
Fate	00000
Forces	00000
Life	00000
Matter	00000
Mind	00000
Prime	00000
Spirit	00000
Space	00000
Time	00000

DISCIPLINES

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

ASPIRATIONS

CONDITIONS/BANES

WILLPOWER

0000000000
□□□□□□□□□□

GNOSIS

0000000000

MANA

□□□□□□□□□□
□□□□□□□□□□

SOUL

0000000000

HEALTH

0000000000000000
□□□□□□□□□□□□□□

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____

NERVE

00000000000000
□□□□□□□□□□□□

Guile: _____
Dominance: _____
The Edge:

GREY MATTER

00000000000000
□□□□□□□□□□□□

Aptitude: _____
Acumen: _____

Aspirations 3 • Attributes 5/4/3 (+1 dot in any Resistance Attribute) • Skills 11/7/4 (+1 dot of Occult if in an Order) (+3 Specialties) • Arcana - 6 dots, none over 3, at least 1 dot in each
 Ruling Arcanum, none in Inferior Arcanum • Praxes - 1 per dot of Gnosis • Rotes 3 • Merits 10 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5
 Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Full as per Gnosis
 Nerve = Composure + Highest Social Skill • Guile = Lowest of Wits or Manipulation • Dominance = Presence + Manipulation
 Grey Matter = Intelligence + Resolve • Aptitude = Intelligence + Wits + Resolve • Acumen = Lowest of Intelligence or Wits

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC

MAGICAL STYLE

PERSISTENT CONDITIONS

SANCTUM

LOCATION

DESCRIPTION



HISTORY

GOALS

DESCRIPTION

Age:	_____	_____
Apparent Age:	_____	_____
Date of Birth:	_____	_____
R.I.P.:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____

VISUALS

COTERIE CHART

CHARACTER SKETCH

