



THE OBLIVION

Name:
Player:
Chronicle:

Nature:
Demeanor:
Shadow:

Life:
Death:
Regret:

Attributes

Physical

Social

Mental

Table with 3 columns: Physical (Strength, Dexterity, Stamina), Social (Charisma, Manipulation, Appearance), Mental (Perception, Intelligence, Wits). Each attribute has a 5-point scale (00000).

Abilities

Talents

Skills

Knowledges

Table with 3 columns: Talents (Alertness, Athletics, Awareness, Brawl, Empathy, Expression, Intimidation, Persuasion, Streetwise, Subterfuge), Skills (Crafts, Drive, Etiquette, Firearms, Larceny, Leadership, Meditation, Melee, Performance, Stealth), Knowledges (Academics, Bureaucracy, Computer, Enigmas, Investigation, Medicine, Occult, Politics, Science, Technology). Each ability has a 5-point scale (00000).

Advantages

Backgrounds

Passions

Table with 2 columns: Backgrounds (6 rows), Passions (6 rows). Each row has a 5-point scale (00000).

Arcanoi

Corpus

Fetters

Table with 3 columns: Arcanoi (6 rows), Corpus (6 rows of 10 points each, represented by circles and squares), Fetters (6 rows). Each row has a 5-point scale (00000).

Willpower

Pathos

Experience

Table with 3 columns: Willpower (6 rows), Pathos (6 rows), Experience (1 row). Each row has a 5-point scale (00000).