



Name:  
 Player:  
 Chronicle:

Nature:  
 Demeanor:  
 Essence:

Affiliation:  
 Sect:  
 Concept:

## Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

## Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Academics _____ 00000
Art _____ 00000	Drive _____ 00000	Computer _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Cosmology _____ 00000
Awareness _____ 00000	Firearms _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Martial Arts _____ 00000	Esoterica _____ 00000
Empathy _____ 00000	Meditation _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Research _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000
_____ 00000	_____ 00000	_____ 00000

## Spheres

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

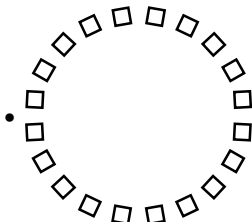
## Advantages

Backgrounds	Arete	Health
_____ 00000	0 0 0 0 0 0 0 0 0 0 0	Bruised <input type="checkbox"/>
_____ 00000		Hurt -1 <input type="checkbox"/>
_____ 00000	<b>Willpower</b>	Injured -1 <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0 0	Wounded -2 <input type="checkbox"/>
_____ 00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mauled -2 <input type="checkbox"/>
_____ 00000		Crippled -5 <input type="checkbox"/>
		Incapacitated <input type="checkbox"/>

### Other Traits

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

### Quintessence



### Paradox

### Experience



## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Other Traits

_____00000	_____	_____00000
_____00000	_____	_____00000
_____00000	_____	_____00000

## Magic

### Wonders

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\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

### Rotes

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### Focus

Paradigm

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\_\_\_\_\_

Practice

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\_\_\_\_\_

Instruments

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\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

### Armor

Class: \_\_\_\_\_

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_





# History

## Awakening

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## Goals/Destiny

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Seekings: \_\_\_\_\_

Quiets: \_\_\_\_\_

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## Description

Age: \_\_\_\_\_

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Apparent Age: \_\_\_\_\_

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Date of Birth: \_\_\_\_\_

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Age of Awakening: \_\_\_\_\_

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Hair: \_\_\_\_\_

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Eyes: \_\_\_\_\_

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Ethnicity: \_\_\_\_\_

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Nationality: \_\_\_\_\_

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Height: \_\_\_\_\_

Appearance/Nature of Avatar: \_\_\_\_\_

Weight: \_\_\_\_\_

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Gender: \_\_\_\_\_

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## Visuals

Cabal Chart

Character Sketch

