



Name:
Player:
Virtue:
Vice:

Allegiance:
Order:
Faction:
Concept:

ATTRIBUTES

POWER	Intelligence	●0000	Strength	●0000	Presence	●0000
	Wits	●0000	Dexterity	●0000	Manipulation	●0000
FINESSE	Resolve	●0000	Stamina	●0000	Composure	●0000
RESISTANCE						

SKILLS

OTHER TRAITS

Mental

(-3 unskilled)

Academics _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Meditation _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Physical

(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Sailing _____ 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

Potestates

_____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000

Merits

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

Flaws

Weapon _____

Dice Mod. _____

Range _____

Rate _____

Conceal _____

Experience: _____

Health

00000000000000
 □□□□□□□□□□□□

Willpower

00000000000000
 □□□□□□□□□□□□

Sigil

00000000000000

Essence

□□□□□□□□□□□□
 □□□□□□□□□□□□

Devotion

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

Size: _____ Armor: _____

Speed: _____ Defense: _____

Initiative Mod: _____

