

Name:  
Concept:  
Chronicle:

Nature:  
Demeanor:  
Essence:

Tradition:  
Type:  
Breed:

## Attributes

### Physical

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

### Social

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

### Mental

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

## Abilities

### Talents

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Awareness \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

### Skills

Crafts \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Meditation \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000

### Knowledges

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Cosmology \_\_\_\_\_ 00000  
Enigmas \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000

## Spheres

Correspondence \_\_\_\_\_ 00000  
Entropy \_\_\_\_\_ 00000  
Forces \_\_\_\_\_ 00000

Life \_\_\_\_\_ 00000  
Matter \_\_\_\_\_ 00000  
Mind \_\_\_\_\_ 00000

Prime \_\_\_\_\_ 00000  
Spirit \_\_\_\_\_ 00000  
Time \_\_\_\_\_ 00000

## Advantages

### Rage

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### Craze

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### Renown

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### Glory

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### Honor

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### Wisdom

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### Arete

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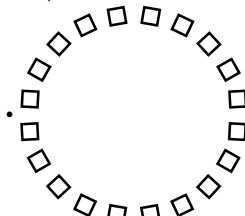
### Willpower

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### Resonance

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

### Quintessence



### Paradox

### True Faith

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### Blood Pool

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### Health

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

### Experience

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## Magic

*Preferred Effects*

*Notes*

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## Talisman

<i>Name</i>	<i>Level</i>	<i>Arete</i>	<i>Quintessence</i>	<i>Appearance</i>

## Possessions

*Gear (Carried)*

*Equipment (Owned)*

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*Foot*

*Familiars*

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## Combat

<i>Weapon/Attack</i>	<i>Diff.</i>	<i>Damage</i>	<i>Range</i>	<i>Rate</i>	<i>Ammo</i>	<i>Conceal</i>

### *Brawling Chart*

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1/A
Body Tackle	Dex + Brawl	7	Special/B
Claw	Dex + Brawl	6	Strength + 1/A
Grapple	Dex + Brawl	6	Strength/B
Kick	Dex + Brawl	7	Strength + 1/B
Punch	Dex + Brawl	6	Strength/B

A=Aggravated Damage    B=Bashing Damage

*Armor:*

