

# The Old Faith

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

RANK:  
TRADITION:  
CABAL:



## 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	Animal Ken _____	00000	Academics _____	00000
Athletics _____	00000	Archery _____	00000	Cosmology _____	00000
Awareness _____	00000	Crafts _____	00000	Enigmas _____	00000
Brawl _____	00000	Etiquette _____	00000	Esoterica _____	00000
Empathy _____	00000	Herbalism _____	00000	Hearth Wisdom _____	00000
Expression _____	00000	Melee _____	00000	Investigation _____	00000
Intimidation _____	00000	Performance _____	00000	Medicine _____	00000
Leadership _____	00000	Ride _____	00000	Occult _____	00000
Legerdemain _____	00000	Stealth _____	00000	Politics _____	00000
Subterfuge _____	00000	Survival _____	00000	Theology _____	00000
_____	00000	_____	00000	_____	00000



## ADVANTAGES

### BACKGROUNDS

### FOUNDATION

### pillars

_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	0 0 0 0 0	_____
_____	00000	_____	00000
_____	00000	Aura: _____ ( )	_____
_____	00000	_____	00000
_____	00000	_____	00000



### OTHER TRAITS

### quintessence

### health

_____	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"/>	Bruised	<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"/>	Hurt	- 1 <input type="checkbox"/>
_____	00000	Points Per Turn: _____	Injured	- 1 <input type="checkbox"/>
_____	00000	willpower	Wounded	- 2 <input type="checkbox"/>
_____	00000	0 0 0 0 0 0 0 0 0 0	Mauled	- 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"/>	Crippled	- 5 <input type="checkbox"/>
_____	00000	BACKLASH	Incapacitated	<input type="checkbox"/>
_____	00000	BRANDING/twilight	experience	
_____	00000	<input type="text"/>	<input type="text"/>	
_____	00000			

# The Old Faith

## MERITS & FLAWS

Merit	type	cost	FLAW	type	BONUS

## MAGIC

ROTES

ROTES


## TALISMANS:

NAME:	SOURCE/PAGE:	SYSTEM:

## MAGICAL AIDES:

NAME:	SOURCE/PAGE:	SYSTEM:

## COMBAT

WEAPON/ ATTACK	DIFF.	DAMAGE	RANGE	RATE	AMMO	CONCEAL

ARMOR

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# the old faith

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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---

CRAY

---

---

FAMILIAR

---

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INFLUENCE

---

---

LIBRARY

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---

MENTOR

---

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SERVANTS

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RESOURCES

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OTHER ( \_\_\_\_\_ )

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## POSSESSIONS

GEAR (CARRIED)

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FOCI

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EQUIPMENT (OWNED)

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MISC.

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## CHANTRY

LOCATION

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DESCRIPTION

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## SANCTUM

LOCATION

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DESCRIPTION

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# The Old Faith



## history

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## GOALS/destiny

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## description

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

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

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

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

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

Race: \_\_\_\_\_

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

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

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

Sex: \_\_\_\_\_

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## VISUALS

CABAL CHART

CHARACTER SKETCH

