



Name:  
Player:  
Chronicle:

Nature:  
Essence:  
Demeanor:

Affiliation:  
Cabal:  
Concept:

### 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  
Artist \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Awareness \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Instruction \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Larceny \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

#### Skills

Animal Ken \_\_\_\_\_ 00000  
Archery \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Meditation \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Research \_\_\_\_\_ 00000  
Riding \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000

#### Knowledges

Academics \_\_\_\_\_ 00000  
Culture \_\_\_\_\_ 00000  
Enigmas \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Lore \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Metaphysics \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000

### Spheres

Connection \_\_\_\_\_ 00000  
Entropy \_\_\_\_\_ 00000  
Forces \_\_\_\_\_ 00000

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

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

### Advantages

#### Backgrounds

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

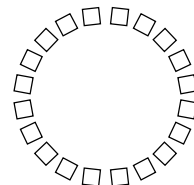
#### Arete

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

#### Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
□ □ □ □ □ □ □ □ □ □

#### Quintessence



#### Scourge

#### Health

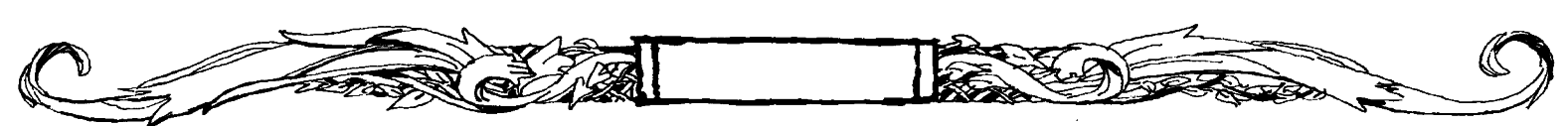
Bruised -0   
Hurt -1   
Injured -1   
Wounded -2   
Mauled -2   
Crippled -5   
Incapacitated

#### Other Traits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### Experience

\_\_\_\_\_





## Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|------|------|------|------|-------|
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |

## Magic

Preferred Enhancements

Weaveries

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## Magickal Treasures

| Name | Level | Arete | Quintessence | Appearance |
|------|-------|-------|--------------|------------|
|      |       |       |              |            |
|      |       |       |              |            |
|      |       |       |              |            |
|      |       |       |              |            |

## Combat

| Weapon | Difficulty | Damage | Range | Rate | Conceal | Notes |
|--------|------------|--------|-------|------|---------|-------|
|        |            |        |       |      |         |       |
|        |            |        |       |      |         |       |
|        |            |        |       |      |         |       |
|        |            |        |       |      |         |       |
|        |            |        |       |      |         |       |

### Brawling Table

| Maneuver     | Difficulty | Damage               |
|--------------|------------|----------------------|
| Body-check   | 7          | (Special)<br>Str. +2 |
| Disarm       | 8          | 0                    |
| Grapple      | 6          | Str.+Spec.           |
| Kick         | 7          | Str. +1              |
| Parry        | 6          | 0                    |
| Punch        | 6          | Strength             |
| Shield Parry | 6          | 0                    |
| Throw        | (Var.)     | (Weapon)             |

| Special Maneuvers | Roll | Difficulty | Effect | Notes |
|-------------------|------|------------|--------|-------|
|                   |      |            |        |       |
|                   |      |            |        |       |
|                   |      |            |        |       |
|                   |      |            |        |       |
|                   |      |            |        |       |
|                   |      |            |        |       |

### Armor

| Type | Protection | Penalty |
|------|------------|---------|
|      |            |         |
|      |            |         |
|      |            |         |
|      |            |         |

