



NAME: _____
CHRONICLE: _____
GUILD: _____
BALANCE: _____
JUDGE: _____

PLAYER: _____
CONCEPT: _____
DECREE: _____
BURDEN: _____
MERET NAME: _____

ATTRIBUTES

POWER	☐ Intelligence 0000000000	☐ Strength 0000000000	☐ Presence 0000000000
FINESSE	☐ Wits 0000000000	☐ Dexterity 0000000000	☐ Manipulation 0000000000
RESISTANCE	☐ Resolve 0000000000	☐ Stamina 0000000000	☐ Composure 0000000000

SKILLS

MENTAL

(-3 unskilled)

- ☐ Academics _____ 0000000000
- ☐ Computer _____ 0000000000
- ☐ Crafts _____ 0000000000
- ☐ Investigation _____ 0000000000
- ☐ Medicine _____ 0000000000
- ☐ Occult _____ 0000000000
- ☐ Politics _____ 0000000000
- ☐ Science _____ 0000000000

PHYSICAL

(-1 unskilled)

- ☐ Athletics _____ 0000000000
- ☐ Brawl _____ 0000000000
- ☐ Drive _____ 0000000000
- ☐ Firearms _____ 0000000000
- ☐ Larceny _____ 0000000000
- ☐ Stealth _____ 0000000000
- ☐ Survival _____ 0000000000
- ☐ Weaponry _____ 0000000000

SOCIAL

(-1 unskilled)

- ☐ Animal Ken _____ 0000000000
- ☐ Empathy _____ 0000000000
- ☐ Expression _____ 0000000000
- ☐ Intimidation _____ 0000000000
- ☐ Persuasion _____ 0000000000
- ☐ Socialize _____ 0000000000
- ☐ Streetwise _____ 0000000000
- ☐ Subterfuge _____ 0000000000

OTHER TRAITS

MERITS

_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000

PILLARS

Ab _____	00000 □□□□
Ba _____	00000 □□□□
Ka _____	00000 □□□□
Ren _____	00000 □□□□
Sheut _____	00000 □□□□

AFFINITIES

UTTERANCES

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

HEALTH

□□□□□□□□□□□□□□
□□□□□□□□□□□□□□

WILLPOWER

Max _____ Remaining _____

SEKHEM

0000000000

MEMORY

0000000000

TOUCHSTONES

ASPIRATIONS

CONDITIONS

Size: _____ Speed: _____
Defense: _____ Armor: _____
Initiative Mod: _____
Beats: _____ □ □ □ □ □
Experiences: _____
Reminisce Beats: □ □ □ □ □
Reminisce Experiences: _____

Attributes 5/4/3 • Skills 11/7/4 (3 Specialties) • Merits 10 •
Health = Stamina + Size • Willpower = Resolve + Composure •
Size = 5 for adult human • Defense = Lower of Dexterity or
Wits + Athletics • Initiative Mod = Dex + Composure •
Speed = Strength + Dexterity + 5

[illegible]



KEY MEMORIES

DESCRIPTION

Gender:

VISUALS

GROUP CHART

CHARACTER SKETCH