



NAME: _____
CHRONICLE: _____
VIRTUE: _____
TYPE: _____
INVESTMENT: _____

PLAYER: _____
CONCEPT: _____
VICE: _____
CURSE: _____
MASTER: _____

ATTRIBUTES

POWER	☐ Intelligence	00000	☐ Strength	00000	☐ Presence	00000
FINESSE	☐ Wits	00000	☐ Dexterity	00000	☐ Manipulation	00000
RESISTANCE	☐ Resolve	00000	☐ Stamina	00000	☐ Composure	00000

SKILLS

MENTAL

(-3 unskilled)

☐ Academics	00000
☐ Computer	00000
☐ Crafts	00000
☐ Investigation	00000
☐ Medicine	00000
☐ Occult	00000
☐ Politics	00000
☐ Science	00000

PHYSICAL

(-1 unskilled)

☐ Athletics	00000
☐ Brawl	00000
☐ Drive	00000
☐ Firearms	00000
☐ Larceny	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

OTHER TRAITS

MERITS

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

UTTERANCES

_____	000
_____	000
_____	000

rites

	Closed	Open
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐
_____	☐	☐

ASPECTS

AFFINITIES

HEALTH

0000000000000000
□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□

INTEGRITY

0000000000

SEKHEM

0 0 0 0 0

PILLAR POINTS

0 0 0 0 0

TOUCHSTONES

ASPIRATIONS

CONDITIONS

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