

Chronicle:

Faction:

Group Name:

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

(-3 unskilled)

Academics_____	00000
Computer_____	00000
Crafts_____	00000
Investigation_____	00000
Medicine_____	00000
Occult_____	00000
Politics_____	00000
Science_____	00000

(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

(-1 unskilled)

Animal Ken_____00000
Empathy_____00000
Expression_____00000
Intimidation_____00000
Persuasion_____00000
Socialize_____00000
Streetwise_____00000
Subterfuge_____00000

Awareness	_____	00000
Biokinesis	_____	00000
Energy Control	_____	00000
Mentalism	_____	00000
Telekinesis	_____	00000
Visions	_____	00000

OTHER TRAITS	
Merits	Health
_____ 00000	00000000000000
_____ 00000	□□□□□□□□□□
_____ 00000	
_____ 00000	Heroic Health
_____ 00000	00000000000000
_____ 00000	□□□□□□□□□□
_____ 00000	
_____ 00000	Willpower
_____ 00000	00000000000000
_____ 00000	□□□□□□□□□□
_____ 00000	

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10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Experience: _____

Weapon/Attack	Dice Mod.	Range	Clip	Size

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Arete 1 • Masteries 3
Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits
Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

