

ANARCHS

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

| Physical | | Social | | Mental | |
|-----------|-------------|--------------|-------------|--------------|-------------|
| Strength | _____ OOOOO | Charisma | _____ OOOOO | Perception | _____ OOOOO |
| Dexterity | _____ OOOOO | Manipulation | _____ OOOOO | Intelligence | _____ OOOOO |
| Stamina | _____ OOOOO | Appearance | _____ OOOOO | Wits | _____ OOOOO |

Abilities

| Talents | | Skills | | Knowledges | |
|--------------|-------------|-------------|-------------|---------------|-------------|
| Alertness | _____ OOOOO | Animal Ken | _____ OOOOO | Academics | _____ OOOOO |
| Athletics | _____ OOOOO | Crafts | _____ OOOOO | Computer | _____ OOOOO |
| Awareness | _____ OOOOO | Drive | _____ OOOOO | Finance | _____ OOOOO |
| Brawl | _____ OOOOO | Etiquette | _____ OOOOO | Investigation | _____ OOOOO |
| Empathy | _____ OOOOO | Firearms | _____ OOOOO | Law | _____ OOOOO |
| Expression | _____ OOOOO | Larceny | _____ OOOOO | Medicine | _____ OOOOO |
| Intimidation | _____ OOOOO | Melee | _____ OOOOO | Occult | _____ OOOOO |
| Leadership | _____ OOOOO | Performance | _____ OOOOO | Politics | _____ OOOOO |
| Streetwise | _____ OOOOO | Stealth | _____ OOOOO | Science | _____ OOOOO |
| Subterfuge | _____ OOOOO | Survival | _____ OOOOO | Technology | _____ OOOOO |
| | _____ OOOOO | | _____ OOOOO | | _____ OOOOO |

Advantages

| Disciplines | | Backgrounds | | Virtues | |
|-------------|-------------|-------------|-------------|-----------------------|-------------|
| _____ | _____ OOOOO | _____ | _____ OOOOO | Conscience/Conviction | _____ OOOOO |
| _____ | _____ OOOOO | _____ | _____ OOOOO | Self-Control/Instinct | _____ OOOOO |
| _____ | _____ OOOOO | _____ | _____ OOOOO | Courage | _____ OOOOO |
| _____ | _____ OOOOO | _____ | _____ OOOOO | | |
| _____ | _____ OOOOO | _____ | _____ OOOOO | | |
| _____ | _____ OOOOO | _____ | _____ OOOOO | | |

Humanity/Path

OOOOOOOOOOOO
Bearing: _____ ()

Willpower

OOOOOOOOOOOO
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Blood Pool

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Blood Per Turn: _____

Health

| | | |
|---------------|----|--------------------------|
| Bruised | | <input type="checkbox"/> |
| Hurt | -1 | <input type="checkbox"/> |
| Injured | -1 | <input type="checkbox"/> |
| Wounded | -2 | <input type="checkbox"/> |
| Mauled | -2 | <input type="checkbox"/> |
| Crippled | -5 | <input type="checkbox"/> |
| Incapacitated | | <input type="checkbox"/> |

Weakness

Experience

ANARCHS

Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|------|------|------|------|-------|
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Other Traits

| | | | | | |
|--|-------|--|-------|--|-------|
| | OOOOO | | OOOOO | | OOOOO |
| | OOOOO | | OOOOO | | OOOOO |
| | OOOOO | | OOOOO | | OOOOO |
| | OOOOO | | OOOOO | | OOOOO |

Rituals

Paths

| Name | Level | |
|------|-------|-------|
| | | OOOOO |
| | | OOOOO |
| | | OOOOO |
| | | OOOOO |
| | | OOOOO |
| | | OOOOO |
| | | OOOOO |
| | | OOOOO |
| | | OOOOO |
| | | OOOOO |

Experience

Derangements

Total: _____

Total Spent: _____

Spent On: _____

Combat

| Weapon/Attack | Diff. | Damage | Range | Rate | Clip | Conceal |
|---------------|-------|--------|-------|------|------|---------|
| | | | | | | |
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Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

ANARCHS

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Blood Bonds

Bound To

Rating

Bound To

Rating

Location

Havens

Description

ANARCHS

History

Prelude

Goals

Description

Age: _____
Apparent Age: _____
Date of Birth: _____
R.I.P: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Height: _____
Weight: _____
Sex: _____

Visuals

Coterie Chart

Character Sketch

