

High Density Character Sheet

Player Name					
Virtue/Vice					
Sect 1 / Sect 2					

ATTRIBUTES

Str	Dex	Sta											
Per	Man	Com											
Int	Wits	Res											

SKILLS

Mental	Academics	00000	00000	00000	00000	00000
	Computer	00000	00000	00000	00000	00000
	Crafts	00000	00000	00000	00000	00000
	Investigation	00000	00000	00000	00000	00000
	Medicine	00000	00000	00000	00000	00000
	Occult	00000	00000	00000	00000	00000
	Politics	00000	00000	00000	00000	00000
	Science	00000	00000	00000	00000	00000
	Athletics	00000	00000	00000	00000	00000
	Physical	Brawl	00000	00000	00000	00000
Drive		00000	00000	00000	00000	00000
Firearms		00000	00000	00000	00000	00000
Larceny		00000	00000	00000	00000	00000
Stealth		00000	00000	00000	00000	00000
Survival		00000	00000	00000	00000	00000
Weaponry		00000	00000	00000	00000	00000
Animal Ken		00000	00000	00000	00000	00000
Empathy		00000	00000	00000	00000	00000
Social		Expression	00000	00000	00000	00000
	Intimidation	00000	00000	00000	00000	00000
	Persuasion	00000	00000	00000	00000	00000
	Socialize	00000	00000	00000	00000	00000
	Streetwise	00000	00000	00000	00000	00000
	Subterfuge	00000	00000	00000	00000	00000

OTHER TRAITS

Disciplines					
Arcana or Gifts					
Merits					
Flaws					
Power Stat	0000000000	0000000000	0000000000	0000000000	0000000000
Morality	0000000000	0000000000	0000000000	0000000000	0000000000
Willpower	0000000000	0000000000	0000000000	0000000000	0000000000
Blood/Mana/ Essence	□□□□□□□□□□ □□□□□□□□□□	□□□□□□□□□□ □□□□□□□□□□	□□□□□□□□□□ □□□□□□□□□□	□□□□□□□□□□ □□□□□□□□□□	□□□□□□□□□□ □□□□□□□□□□
Health	0000000000 □□□□□□□□□□	0000000000 □□□□□□□□□□	0000000000 □□□□□□□□□□	0000000000 □□□□□□□□□□	0000000000 □□□□□□□□□□
Size/Speed/Defense	/ / /	/ / /	/ / /	/ / /	/ / /
Armor/Initiative Mod	/	/	/	/	/
Equipment (carried)					
Equipment (owned)					
Experience					
Notes					