



Name:
Player:
Chronicle:

Concept:
Virtue:
Vice:

Method:
School:
Province:

ATTRIBUTES

POWER Intelligence: ●○○○○○ (○) Strength: ●○○○○○ (○) Presence: ●○○○○○ (○)
 FINESSE Wits: ●○○○○○ (○) Dexterity: ●○○○○○ Manipulation: ●○○○○○ (○)
 RESISTANCE Resolve: ●○○○○○ Stamina: ●○○○○○ Composure: ●○○○○○

SKILLS

MENTAL (-3 UNSKILLED)

Academics _____ ○○○○○○
 Computer _____ ○○○○○○
 Crafts _____ ○○○○○○
 Investigation _____ ○○○○○○
 Medicine _____ ○○○○○○
 Occult _____ ○○○○○○
 Politics _____ ○○○○○○
 Science _____ ○○○○○○

PHYSICAL (-1 UNSKILLED)

Athletics _____ ○○○○○○
 Brawl _____ ○○○○○○
 Drive _____ ○○○○○○
 Firearms _____ ○○○○○○
 Larceny _____ ○○○○○○
 Stealth _____ ○○○○○○
 Survival _____ ○○○○○○
 Weaponry _____ ○○○○○○

SOCIAL (-1 UNSKILLED)

Animal Ken _____ ○○○○○○
 Empathy _____ ○○○○○○
 Expression _____ ○○○○○○
 Intimidation _____ ○○○○○○
 Persuasion _____ ○○○○○○
 Socialize _____ ○○○○○○
 Streetwise _____ ○○○○○○
 Subterfuge _____ ○○○○○○

OTHER TRAITS

MERITS

_____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

FLAWS

ASPECTS

_____ ○○○○○○
 _____ □□□□□
 _____ ○○○○○○
 _____ □□□□□
 _____ ○○○○○○
 _____ □□□□□
 _____ ○○○○○○
 _____ □□□□□

MORTAL TRAITS

Size: _____
 Defense: _____
 Initiative mod: _____
 Speed: _____
 Armor: _____

HEALTH

○○○○○○○○○○○○○○○○○○○○
 □□□□□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○○○○○○○○○
 □□□□□□□□□□□□□□

FURNACE

●○○○○○○○○○○○○

BREATH

□□□□□□□□□□
 □□□□□□□□□□
 Caloric Points

_____ / _____

ETHICS

10 _____ ○
 9 _____ ○
 8 _____ ○
 7 _____ ○
 6 _____ ○
 5 _____ ○
 4 _____ ○
 3 _____ ○
 2 _____ ○
 1 _____ ○

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Method • School • Province • Aspects 5/3/2 (Common/Method/Choice) • Philosophies 1/1 (School, Choice) • (Buying the fifth dot in Attributes, Skills, Merits, or Aspects costs 2 points) • Favored Attribute (+1 Strength Slayer, +1 Intelligence Finder, +1 Wits Challenger, +1 Manipulation Trickster, +1 Presence Inheritor) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = Five for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Ethics = 7 • Furnace starts at 1 dot • Breath = Ethics



