

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

\_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
 \_\_\_\_\_ ○○○○○○  
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 \_\_\_\_\_ ○○○○○○

#### 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 \_\_\_\_\_ ○

#### HEART

□□□□□

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

