



NAME:
PLAYER:
CHRONICLE:

Concepts:
 Virtue:
 Vice:

BALANCE:
DIRECTION:
WU:

ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FINESSE	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

SKILLS

MENTAL

(-3 unskilled)

- Academics.....00000
- Computer.....00000
- Crafts.....00000
- Investigation.....00000
- Medicine.....00000
- Occult.....00000
- Politics.....00000
- Science.....00000

PHYSICAL

(-1 unskilled)

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

SOCIAL

(-1 unskilled)

- Animal Ken.....00000
- Empathy.....00000
- Expression.....00000
- Intimidation.....00000
- Persuasion.....00000
- Socialize.....00000
- Streetwise.....00000
- Subterfuge.....00000

ADVANTAGES

Merits

-00000
-00000
-00000
-00000
-00000
-00000
-00000
-00000

Flaws

-
-
-

DHARMA

HEALTH

0 0 0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □ □ □

WILLPOWER

0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

HUN

0 0 0 0 0 0 0 0 0 0

P'O

0 0 0 0 0 0 0 0 0 0



□ □ □ □ □ □ □ □ □ □

DEMON CHI

DISCIPLINES

-00000
-00000
-00000
-00000
-00000
-00000
-00000

- Size.....
- Speed.....
- Initiative Mod.....
- Defense.....
- Armor.....

YIN CHI



YANG CHI

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • 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