

Name:
Age:
Player:

Virtue: Vice: Concept:

Chronicle: Faction: Group Name:

ATTRIBUTES							
Power	Intelligence	00000	Strength	00000	Presence	00000	
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000	
Resistance	Resolve	00000	Stamina	00000	Composure	00000	

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

OTHER TRAITS

Merits			Health				
	00	000	0000	0000	000	000	
00000 00000 00000							
			-	Willpower 0000000			
			000				
	00	000					
	00000						
00000							
			000				
	00000						
00000			Conditions				
	00	000		•	•		
	00	000					
Size:							
Speed:							
Defense:			Α	Aspirations			
Armor:							
Initiative Mod:							
Beatts: 🗆 🗆 🗆 🗆							
Experiences:							
Weapon/Attack	Dmg	Range	Clip	Init	Str	Size	

Durability Structure

Size

Cost

Equipment



OTHER TRAITS HISTORY 00000 00000 00000 00000 00000 00000 00000 00000 Goals 00000 _00000 00000 00000 BREAKING POINTS DESCRIPTION Height: Age:_____ Weight:____ Hair: Eyes:_____ Race: Nationality:_ Sex:___ ALLIES AND CONTACTS WEAPONS AND EQUIPMENT Range Weapon/Attack Dmg Clip Init Durability Structure Size Equipment Cost