

		THE ASC	ENSION				
Name		Ambition		Essence			
Player		Desire		Affiliation			
Chronicle		Concept		Sect			
Resonance		Synergy		Echo			
		ATTRI	BUTES				
Phy.	sical Mod	Soci	ial Mod.	Mental Mod.			
Strength	00000	Charisma	00000	Intelligence	00000		
Dexterity	00000	Manipulation	00000	Wits	00000		
Stamina	00000	Composure	00000	Resolve	00000		
		Health Willpo		ver .			
		SKI	IILLS				
Athletics	00000	Animal Ken	0000	Academics	00000		
Brawl	00000	Etiquette	0000	Awareness	0000		
		Insight					
		Intimidation		Investigation			
Firearms	0000	Leadership			0000		
Larceny	00000	Performance	00000	Occult	0000		
Melee	00000	Persuasion	00000	Politics	0000		
Stealth	00000	Streetwise	00000	Science	00000		
Survival	00000	Subterfuge	00000	Technology	00000		
SPHERES		SPELLS & ROTES					
	00000						
	00000						
	00000						
	00000						
	00000						
	00000						
	00000						
	00000						
	00000						
	00000						
Spellcasting:							
Backlash:							

Hubris

Quintessence

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Permanent: ____ Quiet



Chronicle Tenets	Convictions		Instruments			
Touchstones						
Advantages & Flaws	· · · · · · · · · · · · · · · · · · ·	Are	te 0 0 0	•00000		
	00000	Paradigm Practice		Practice		
	00000					
	00000					
	00000					
	00000	Quiet Effects				
	00000					
	00000	_			Total	
	00000	EXPERIENCE				
	00000	Age				
	00000					
	00000	Awakening date				
Notes		Human appearance				
		Avatar appearance				
		History				