

Name: _____ Concept: _____ Path: _____
 Age: _____ Virtue: _____ Order: _____
 Player: _____ Vice: _____ Cabal: _____

ATTRIBUTES

Power	Intelligence ●○○○○	Strength ●○○○○	Presence ●○○○○
Finesse	Wits ●○○○○	Dexterity ●○○○○	Manipulation ●○○○○
Resistance	Resolve ●○○○○	Stamina ●○○○○	Composure ●○○○○

SKILLS

OTHER TRAITS

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	○○○○○

Merits	
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
Flaws	

Size	
Speed	
Defense	
Initiative Mod	

Arcana	
Death	○○○○○
Fate	○○○○○
Forces	○○○○○
Life	○○○○○
Matter	○○○○○
Mind	○○○○○
Prime	○○○○○
Space	○○○○○
Spirit	○○○○○
Time	○○○○○

Health	
○○○○○○○○○○○○○○	□□□□□□□□□□□□

Willpower	
○○○○○○○○○○○○○○	□□□□□□□□□□□□

Mana	
□□□□□□□□□□□□	□□□□□□□□□□□□
Points per turn: _____	

Gnosis	
●○○○○○○○○○○○○○○	

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

Protective Spells	
Name	Points
_____	_____
_____	_____
_____	_____

Armor	
Type	Points
_____	_____

Experience	Arcane Experience
_____	_____

