

Name: _____ Concept: _____ Chronicle: _____
 Age: _____ Virtue: _____ Faction: _____
 Player: _____ Vice: _____ Group Name: _____

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	
Initiative Mod	

Weapon	Dice Mod

Defense	
Armor	

Health		
○○○○○○○○○○○○○○		
□□□□□□□□□□□□		

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

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

Equipment	Dice Mod

Experience _____