



Name:
Player:
Chronicle:

Nature:
Essence:
Demeanor:

Concept:
Affiliation:
Cabal:

Attributes

Physical		Social		Mental	
Strength	00000	Charisma	00000	Perception	00000
Dexterity	00000	Manipulation	00000	Intelligence	00000
Stamina	00000	Appearance	00000	Wits	00000

Abilities

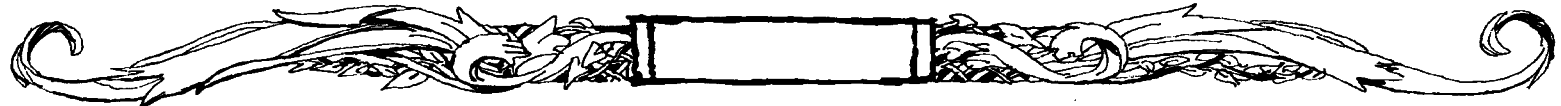
Alertness	00000	Animal Ken	00000	Academics	00000
Artist	00000	Archery	00000	Culture	00000
Athletics	00000	Crafts	00000	Enigmas	00000
Awareness	00000	Etiquette	00000	Investigation	00000
Brawl	00000	Leadership	00000	Law	00000
Dodge	00000	Meditation	00000	Linguistics	00000
Expression	00000	Melee	00000	Lore	00000
Instruction	00000	Research	00000	Medicine	00000
Intimidation	00000	Riding	00000	Metaphysics	00000
Larceny	00000	Stealth	00000	Occult	00000
Subterfuge	00000	Survival	00000	Science	00000

Spheres

Connection	00000	Life	00000	Prime	00000
Entropy	00000	Matter	00000	Spirit	00000
Forces	00000	Mind	00000	Time	00000

Advantages

Backgrounds	Arete	Health
_____ 00000	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Bruised -0 <input type="checkbox"/>
_____ 00000		Hurt -1 <input type="checkbox"/>
_____ 00000	Willpower	Injured -1 <input type="checkbox"/>
_____ 00000	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Wounded -2 <input type="checkbox"/>
_____ 00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mauled -2 <input type="checkbox"/>
_____ 00000	Quintessence	Crippled -5 <input type="checkbox"/>
_____ 00000		Incapacitated <input type="checkbox"/>
_____ 00000	Scourge	
_____ 00000		Experience
_____ 00000		<div style="border: 1px solid black; width: 100px; height: 20px;"></div>





Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Preferred Enchantments

Weaveries

Magickal Treasures

Name	Level	Arete	Quintessence	Appearance

Combat

Weapon	Difficulty	Damage	Range	Rate	Conceal	Notes

Brawling Table

Maneuver	Difficulty	Damage
Body-check	7	(Special) Str. +2
Disarm	8	0
Grapple	6	Str.+Spec.
Kick	7	Str. +1
Parry	6	0
Punch	6	Strength
Shield Parry	6	0
Throw	(Var.)	(Weapon)

Special Maneuvers	Roll	Difficulty	Effect	Notes

Armor

Type	Protection	Penalty

