



THE OBLIVION

Name:
Player:
Chronicle:

Nature:
Demeanor:
Shadow:

Life:
Death:
Regret:

Attributes

Table with 3 columns: Physical (Strength, Dexterity, Stamina), Social (Charisma, Manipulation, Appearance), and Mental (Perception, Intelligence, Wits). Each attribute has a scale from 0 to 5 represented by circles.

Abilities

Table with 3 columns: Talents (Alertness, Athletics, Awareness, Brawl, Dodge, Empathy, Expression, Intimidation, Streetwise, Subterfuge), Skills (Crafts, Drive, Etiquette, Firearms, Leadership, Meditation, Melee, Performance, Repair, Stealth), and Knowledge (Bureaucracy, Computer, Enigmas, Investigation, Law, Linguistics, Medicine, Occult, Politics, Science). Each ability has a scale from 0 to 5 represented by circles.

Advantages

Table with 2 columns: Backgrounds and Passions. Each column has 7 rows with a scale from 0 to 5 represented by circles.

Arcanoi

Corpus

Fetters

Table with 3 columns: Arcanoi, Corpus, and Fetters. Each column has 7 rows with a scale from 0 to 5 represented by circles. Below the Fetters column is a large empty rectangular box.

Willpower

Pathos

Experience



SHADOW

Psyche:
Shadowguide Player:

Archetype:

Thorns

Angst

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Psyche Willpower

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Dark Passions

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	○○○○○
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