



NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

CLAN:
BLOODLINE:
COVENANT:

ATTRIBUTES

Intelligence	0000000000	Strength	0000000000	Presence	0000000000
Wits	0000000000	Dexterity	0000000000	Manipulation	0000000000
Resolve	0000000000	Stamina	0000000000	Composure	0000000000

SKILLS

MENTAL -3 unskilled	PHYSICAL -1 unskilled	SOCIAL -1 unskilled
☐ Academics 00000000	☐ Athletics 00000000	☐ Animal Ken 00000000
☐ Computer 00000000	☐ Brawl 00000000	☐ Empathy 00000000
☐ Crafts 00000000	☐ Drive 00000000	☐ Expression 00000000
☐ Investigation 00000000	☐ Firearms 00000000	☐ Intimidation 00000000
☐ Medicine 00000000	☐ Larceny 00000000	☐ Persuasion 00000000
☐ Occult 00000000	☐ Stealth 00000000	☐ Socialize 00000000
☐ Politics 00000000	☐ Survival 00000000	☐ Streetwise 00000000
☐ Science 00000000	☐ Weaponry 00000000	☐ Subterfuge 00000000

OTHER TRAITS

DISCIPLINES

☐	00000000
☐	00000000
☐	00000000
☐	00000000
☐	00000000
☐	00000000
☐	00000000
☐	00000000
☐	00000000
☐	00000000

MERITS

	00000000
	00000000
	00000000
	00000000
	00000000
	00000000
	00000000
	00000000
	00000000
	00000000

FLAWS

WEAKNESS

ATROCITY

0000000000	permanent
0000000000	temporary

HEALTH

00000000000000
00000000000000
00000000000000

WILLPOWER

00000000000000
00000000000000

BLOOD POTENCY

0000000000

VITAE

00000000000000
00000000000000

HUMANITY

000000000000
1 2 3 4 5 6 7 8 9 10

NERVE

00000000000000
00000000000000

Guile _____
Dominance _____

GREY MATTER

00000000000000
00000000000000

Aptitude _____
Acumen _____

Size: _____ Speed: _____ Defense: _____ Armor: _____ Initiative Mod: _____ Experience: _____