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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | | | | | | Starting Info:  Power: Select Religion or Magic  Attributes: 6/4/3; Abilities: 11/7/4; Power 1;  Virtues: 7; Willpower=Courage; Mana=PowerX4;  Humanity=Conscience; Freebies: 21pts (see chart in rules 1); Merits/Flaws: Up to 15pt each | | | | | |
| NAME: |  | | NATURE: |  | | | | POWER: |  | | | |
| PLAYER: |  | | CONCEPT: |  | | | | FAMILY: |  | | | |
| CHRONICLE: |  | | ORDER: |  | | | | HOME: |  | | | |
| ATTRIBUTES | | | | | | | | | | | | |
| PHYSICAL () | | | SOCIAL () | | | | | MENTAL () | | | | |
| Strength | 🞊⭘⭘⭘⭘⭘⭘⭘ | | Charisma | | 🞊⭘⭘⭘⭘⭘⭘⭘ | | | Perception | 🞊⭘⭘⭘⭘⭘⭘⭘ | | | |
| Dexterity | 🞊⭘⭘⭘⭘⭘⭘⭘ | | Manipulation | | 🞊⭘⭘⭘⭘⭘⭘⭘ | | | Intelligence | 🞊⭘⭘⭘⭘⭘⭘⭘ | | | |
| Stamina | 🞊⭘⭘⭘⭘⭘⭘⭘ | | Appearance | | 🞊⭘⭘⭘⭘⭘⭘⭘ | | | Wits | 🞊⭘⭘⭘⭘⭘⭘⭘ | | | |
| ABILITIES | | | | | | | | | | | | |
| TALENTS () | | | SKILLS () | | | | | KNOWLEDGES () | | | | |
| Alertness | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Animal Ken | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Academics | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
| Athletics | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Archery | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Hearth Wisdom | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
| Brawl | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Commerce | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Investigation | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
| Dodge | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Crafts | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Law | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
| Empathy | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Etiquette | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Linguistics | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
| Expression | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Melee | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Medicine | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
| Intimidation | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Performance | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Occult | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
| Leadership | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Ride | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Politics | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
| Legerdemain | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Stealth | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Seneschal | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
| Subterfuge | ⭘⭘⭘⭘⭘⭘⭘⭘ | | Survival | | ⭘⭘⭘⭘⭘⭘⭘⭘ | | | Theology | | | ⭘⭘⭘⭘⭘⭘⭘⭘ | |
|  |  | |  | |  | | |  | | |  | |
| ADVANTAGES | | | | | | | | | | | | |
| POWERS | | | BACKGROUNDS | | | | | VIRTUES | | | | |
|  | | ⭘ ⭘ ⭘ ⭘ ⭘ |  | | | | ⭘ ⭘ ⭘ ⭘ ⭘ | Conscience | | ⭘ ⭘ ⭘ ⭘ ⭘ | | |
|  | | ⭘ ⭘ ⭘ ⭘ ⭘ |  | | | | ⭘ ⭘ ⭘ ⭘ ⭘ |  | |  | | |
|  | | ⭘ ⭘ ⭘ ⭘ ⭘ |  | | | | ⭘ ⭘ ⭘ ⭘ ⭘ | Self-Control | | ⭘ ⭘ ⭘ ⭘ ⭘ | | |
|  | | ⭘ ⭘ ⭘ ⭘ ⭘ |  | | | | ⭘ ⭘ ⭘ ⭘ ⭘ |  | |  | | |
|  | | ⭘ ⭘ ⭘ ⭘ ⭘ |  | | | | ⭘ ⭘ ⭘ ⭘ ⭘ | Courage | | ⭘ ⭘ ⭘ ⭘ ⭘ | | |
|  | | | | | | | | | | | | |
| OTHER TRAITS | | | HUMANITY | | | | | Bruised | | | |  |
|  |  | | 🞊 ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ | | | | | Hurt -1 | | | |  |
|  |  | | WILLPOWER | | | | | Injured -1 | | | |  |
|  |  | | 🞊 ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ | | | | | Wounded -2 | | | |  |
|  |  | | MANA | | | | | Mauled -2 | | | |  |
|  |  | | 🞊 ⭘ ⭘ ⭘ | | | ⭘ ⭘ ⭘ ⭘ | | Crippled -5 | | | |  |
|  |  | | ⭘ ⭘ ⭘ ⭘ | | | ⭘ ⭘ ⭘ ⭘ | | Incapacitated | | | |  |
| EQUIPMENT | | | | | | | | NOTES | | | | |
|  | | |  | | | | |  | | | | |
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