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|  | Starting Info:Power: Select Religion or MagicAttributes: 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 |
|  |  |  |
|  |  |  |
|  |  |  |