

Wars of the Veil

Name:
Age:
Player:

Ambition
Desire:
Concept:

Chronicle:
Faction:
Group Name:

Attributes

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

Skills

Mental

(-3 unskilled)

- Academics _____ 00000
- Crafts _____ 00000
- Investigation _____ 00000
- Medicine _____ 00000
- Politics _____ 00000
- Science _____ 00000
- Theology _____ 00000
- Warfare _____ 00000

Physical

(-1 unskilled)

- Archery _____ 00000
- Athletics _____ 00000
- Brawl _____ 00000
- Larceny _____ 00000
- Riding _____ 00000
- Stealth _____ 00000
- Survival _____ 00000
- Weaponry _____ 00000

Social

(-1 unskilled)

- Animal Ken _____ 00000
- Empathy _____ 00000
- Expression _____ 00000
- Intimidation _____ 00000
- Persuasion _____ 00000
- Socialize _____ 00000
- Streetwise _____ 00000
- Subterfuge _____ 00000

Other Traits

Merits

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

- Size: _____
- Speed: _____
- Defense: _____
- Armor: _____
- Initiative Mod: _____
- Beats:
- Experiences: _____

Health

00000000000000

Willpower

0000000000

Integrity

0000000000

Conditions

- _____
- _____
- _____

Aspirations

- _____
- _____
- _____

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Integrity = 7