Templates

This book contains various page templates that can be used to make new pages (e.g. character sheets).

- Character Sheet (BAD: Vampire)
- Character Sheet (DTC: Traditions)
- Character Sheet (DTC: Technocracy)
- Character Sheet (LIE: Changeling)

Character Sheet (BAD: Vampire)

Overview

Overview



Basics

Basics

Name

Player

Chronicle
Baltimore After Dark
Nature

Demeanor

Concept

Clan

Generation

Sire

Attributes

Attributes

Physical
p
Strength
Specialization
10000
Dexterity

10000
Stamina

10000
Social
s
Charisma
Specialization
10000
Manipulation

10000
Appearance

10000
Mental
t
Perception
Specialization

10000
Intelligence

10000
Wits

10000

Abilities

Abilities

Talents
p
Alertness
Specialization
00000
Athletics

00000
Awareness

00000
Brawl

00000
Empathy

00000
Expression

00000
Intimidation

00000
Leadership

00000
Streetwise

00000

Subterfuge

00000

00000
Skills
s
Animal Ken
Specialization
00000
Crafts

00000
Drive

00000
Etiquette

00000
Firearms

00000
Larceny

00000
Melee

00000
Performance

00000
Stealth

00000
Survival

00000

00000
Knowledge
t

Academics
Specialization
00000
Computers

00000
Finance

00000
Investigation

00000
Law

00000
Medicine

00000
Occult

00000
Politics

00000
Science

00000
Technology

00000

00000

Advantages

Advantages

Disciplines

00000

00000

00000

00000

00000

00000
Backgrounds

00000

00000

00000

00000

00000

00000
Virtues
Conscience/Conviction

10000
Self-Control/Instinct

10000
Courage

10000

Humanity/Path
00000 00000
Path

Bearing

Willpower
00000 00000
00000 00000
Blood Pool
00000 00000
00000 00000
Blood/Turn

Merits & Flaws

Merits & Flaws

Merit
Type
Cost

Flaw
Type
Bonus

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total

Spent

Notes

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

Havens

Equipment (Owned)

Vehicles

Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age

Apparent Age

D.O.B.

R.I.P.

Hair

Eyes

Race

Nationality

Height

Build

Gender

Face Claim

History

History

Character Sheet (DTC: Traditions)

Overview

Overview



Basics

Basics

Name

Player

Chronicle
Detroit Tech City
Nature

Demeanor

Concept

Tradition

Tier

Cabal

Attributes

Attributes

Physical
p
Strength
Specialization
10000
Dexterity

10000
Stamina

10000
Social
s
Charisma
Specialization
10000
Manipulation

10000
Appearance

10000
Mental
t
Perception
Specialization

10000
Intelligence

10000
Wits

10000

Abilities

ABILITIES

tALENTS
p
Alertness
Specialization
00000
Art

00000
Athletics

00000
Awareness

00000
Brawl

00000
Empathy

00000
Expression

00000
Intimidation

00000
Leadership

00000

Streetwise

00000
Subterfuge

00000
sKILLS
s
Crafts
Specialization
00000
Drive

00000
Etiquette

00000
Firearms

00000
Martial Arts

00000
Meditation

00000
Melee

00000
Research

00000
Stealth

00000
Survival

00000
Technology

00000
KNOWLEDGES
t

Academics
Specialization
00000
Computer

00000
Cosmology

00000
Enigmas

00000
Esoterica

00000
Investigation

00000
Law

00000
Medicine

00000
Occult

00000
Politics

00000
Science

00000

Advantages

Advantages

spheres
Correspondence
Affinity
00000

Entropy

00000
Forces

00000
Life

00000
Matter

00000

Mind

00000
Prime

00000
Spirit

00000
Time

00000

BACKGROUNDS

00000

00000

00000

00000

00000

arete
00000 00000

Willpower
00000 00000
00000 00000

Health
00000 00000
00000 00000

Quintessence
00000 00000 00000 00000

Paradox

Merits & Flaws

Merits & Flaws

Merit
Type
Cost

Flaw
Type
Bonus

Experience & Avatar

Experience

Total

Spent

Notes

Avatar

Essence

More

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Library

sanctum

Mentor

Resources

Retainers

Status

Node

Rights & Possessions

gear

device (Carried)

wonder

weapons

Equipment (Owned)

Vehicles

enhancement(s)

Description

Description

Age

Apparent Age

D.O.B.

Awakening Date

Hair

Eyes

Race

Nationality

Height

Build

Gender

Face Claim

Awakening

awakening

Focus

Focus

Rotes

Rotes

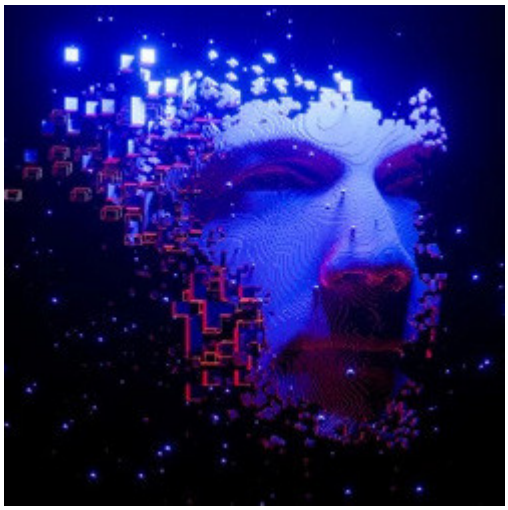
History

History

Character Sheet (DTC: Technocracy)

Overview

Overview



Basics

Basics

Name

Player

Chronicle
Detroit Tech City
Nature

Demeanor

Concept

Convention

Methodology

Rank

Attributes

Attributes

Physical
p
Strength
Specialization
10000
Dexterity

10000
Stamina

10000
Social
s
Charisma
Specialization
10000
Manipulation

10000
Appearance

10000
Mental
t
Perception
Specialization
10000
Intelligence

10000
Wits

10000

Abilities

Abilities

talents
p
Alertness
Specialization
00000
Art

00000
Athletics

00000

Awareness

00000
Brawl

00000
Empathy

00000
Expression

00000
Intimidation

00000
Leadership

00000
Streetwise

00000
Subterfuge

00000
skills
s
Crafts
Specialization
00000
Drive

00000
Etiquette

00000
Firearms

00000
Martial Arts

00000
Meditation

00000
Melee

00000
Research

00000
Stealth

00000
Survival

00000
Technology

00000
knowledges
t
Academics
Specialization
00000

Computers

00000
Cosmology

00000
Enigmas

00000
Esoterica

00000
Investigation

00000
Law

00000
Medicine

00000
Occult

00000
Politics

00000
Science

00000

Advantages

Advantages

Enlightened Science
Data

00000
Dimensional Science

00000
Entropy

00000
Forces

00000
Life

00000

Matter

00000
Mind

00000
Primal Utility

00000
Time

00000

BACKGROUNDS

00000

00000

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00000

00000

enlightenment
OOOOO OOOOO

Willpower
OOOOO OOOOO
OOOOO OOOOO

Health
OOOOO OOOOO
OOOOO OOOOO

primal energy
OOOOO OOOOO OOOOO OOOOO

Paradox

Merits & Flaws

Merits & Flaws

Merit
Type
Cost

Flaw
Type
Bonus

Experience & Genius

Experience

Total

Spent

Notes

genius

Eidolon

More

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

library

laboratory

Influence

Mentor

Resources

Retainers

Status

node

Rights & Possessions

gear

devices (Carried)

construct

weapon

Equipment (Owned)

Vehicles

enhancements

Description

Description

Age

Apparent Age

D.O.B.

D.O.Enlightenment

Hair

Eyes

Race

Nationality

Height

Build

Gender

Face Claim

Enlightening

Enlightening

Focus

Focus

Adjustments/Procedures

Adjustments/Procedures

History

History

Character Sheet (LIE: Changeling)

Overview

Overview



Basics

Basics

Name

Player

Chronicle

Lost in Eureka

Needle

Thread

Concept

Seeming

Court

Kith

Attributes

Attributes

Power
Finesse
Resistance
Mental
p
Intelligence

10000
Wits

10000
Resolve

10000

Physical
s

Strength

10000
Dexterity

10000
Stamina

10000

Social
t

Presence

10000

Manipulation

10000
Composure

10000

Abilities

Skills

Mental
p
Academics
Specialization
00000
Computer

00000
Crafts

00000
Investigation

00000
Medicine

00000
Occult

00000
Politics

00000
Science

00000

Physical
s

Athletics
Specialization
00000

Brawl

00000
Drive

00000
Firearms

00000
Larceny

00000
Stealth

00000
Survival

00000
Weaponry

00000

Social
t

Animal Ken
Specialization
00000
Empathy

00000
Expression

00000
Intimidation

00000
Persuasion

00000
Socialize

00000
Streetwise

00000

Subterfuge

00000

Changeling Traits

Changeling Traits

Merits

00000

00000

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00000

00000

Favored Regalia

Aspirations

Minor Frailty

Major Frailty

Willpower

00000 00000

00000 00000

Wyrd

10000 00000

Glamour

11111 11111

00000 00000

Clarity

0 00000 00000

0 00000 00000

Health

00000 00000 00000

00000 00000 00000

Conditions

0

0

0

0

0

0

0

1

2

3

4

5

6

7

8

9

10

11

Size
5
Speed
5 + Strength + Dexterity
Defense
Lower of Wits or Dex + Ath
Max Clarity
Wits + Composure
Initiative Mod
Dex + Composure
Rank

Contracts & Pledges

Contract

Cost

Pledge
Type

Blessings & Curses

Blessings & Curses

Seeming Blessing

Seeming Curse

Kith Blessing

Experience & Goblin Debt

Experience

Total

Spent

Notes

Goblin Debt

0

0

0

0

0

0

0

0

0

0

Expanded Merits

Expanded Merits

Allies

Resources

Fae Mount

Hollow

Contacts

Other

Mantle

Token

Rights & Possessions

Rights & Possessions

Gear (Carried)

Vehicles

Equipment (Owned)

Other

Description

Description

Age

Apparent Age

D.O.B.

Hair

Eyes

Complexion

Height

Build

Gender

Face Claim
AI
Mask: This is how your character looks to the mundane world.

Mien: This is how your character looks after being shaped by their Durance, and how they look when they drop the Mask, or someone sees through it.

History

History