

# 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

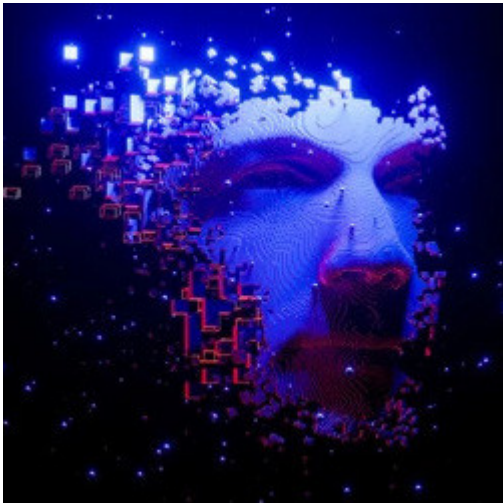
History



# 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

00000

00000

00000

enlightenment  
00000 00000

Willpower  
00000 00000  
00000 00000

Health  
00000 00000  
00000 00000  
primal energy  
00000 00000 00000 00000

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

Animal Ken  
Specialization  
00000  
Empathy

00000  
Expression

00000  
Intimidation

00000  
Persuasion

00000  
Socialize

00000  
Streetwise

00000

Social  
t

Subterfuge

00000

# Changeling Traits

Changeling Traits

Merits

00000

00000

00000

00000

00000

00000

00000

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

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