



Hollow Ones



NAME:
PLAYER:
CHRONICLE:

NATURE:
ESSENCE:
DEITY/ANOR:

MENTOR:
CONCEPT:
CABAL:

ATTRIBUTES

PHYSICAL

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

SOCIAL

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

MENTAL

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

ABILITIES

TALENTS

Alertness ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Meditation ○○○○○
Melee ○○○○○
Performance ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

KNOWLEDGES

Academics ○○○○○
Computer ○○○○○
Cosmology ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Science ○○○○○

SPHERES

Correspondence ○○○○○
Entropy ○○○○○
Forces ○○○○○

Life ○○○○○
Matter ○○○○○
Mind ○○○○○

Prime ○○○○○
Spirit ○○○○○
Time ○○○○○

ADVANTAGES

BACKGROUNDS

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

ARETE

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WILLPOWER

● ● ● ● ● ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

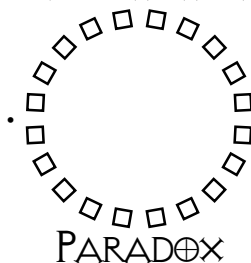
HEALTH

Bruised -0 ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

RESONANCE

Dynamic ○○○○○
Entropic ○○○○○
Static ○○○○○

QUINTESSENCE



PARADOX

EXPERIENCE

COMBAT

Weapon	Difficulty	Damage