

WORLD OF DARKNESS BLEACH

Name: _____ concept: _____ chronicle: _____
 Age: _____ virtue: _____ caste: _____
 player: _____ vice: _____ ruling element: _____

ATTRIBUTES

Power	intelligence	00000	strength	00000	presence	00000
Finesse	wits	00000	dexterity	00000	manipulation	00000
Resistance	resolve	00000	stamina	00000	composure	00000
Chakra	_____	_____	_____	_____	_____	_____
Spirit Form	_____	_____	_____	_____	_____	_____

SKILLS

OTHER TRAITS

Mental

(-3 unskilled)

Academics _____ 00000
 computer _____ 00000
 crafts _____ 00000
 investigation _____ 00000
 medicine _____ 00000
 occult _____ 00000
 politics _____ 00000
 science _____ 00000

Physical

(-1 unskilled)

Athletics _____ 00000
 brawl _____ 00000
 drive _____ 00000
 firearms _____ 00000
 larceny _____ 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

Merits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Flaws

size _____
 speed _____
 initiative mod _____
 defense _____
 armor _____
 experience _____

Spirit Shape Features

1 _____
 2 _____
 3 _____
 4 _____
 5 _____
 6 _____
 7 _____

Health

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0 0

Spirit Energy

Points per turn safely: ____

Spirit Power

0 0 0 0 0 0 0 0 0 0 0 0

Spirit Sorcery

Air _____ 00000
 earth _____ 00000
 fire _____ 00000
 water _____ 00000

Stability

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

Attributes 5/4/3 • Skills Heavenborn 9/6/3 and earthborn 11/7/4 (+3 Specialties for both) • Merits 7 • (Buying the fifth dot in any area costs two points) • Spirit Sorcery – Heavenborn Divide 2 points, Earthborn 1 point, both add +1 to Primary Health = Stamina + Size • Willpower = Resolve + Composure • Maximum Spirit Energy = 9 + Spirit Potency Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure Speed = Strength + Dexterity +5 • Starting Spirit Power = 1 • Starting Stability = 7