

# Dreaming Awake

## Character Sheet

Name: \_\_\_\_\_  
 Concept: \_\_\_\_\_

Virtue: \_\_\_\_\_  
 Vice: \_\_\_\_\_

Player: \_\_\_\_\_  
 Chronicle: \_\_\_\_\_

### ATTRIBUTES

Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

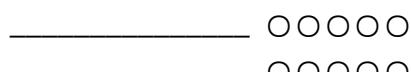
### SKILLS

### MERITS

### HEALTH

#### Mental (-3 Unskilled)

Academics	○○○○○
Culture	○○○○○
Crafts	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult	○○○○○
Politics	○○○○○
Science	○○○○○

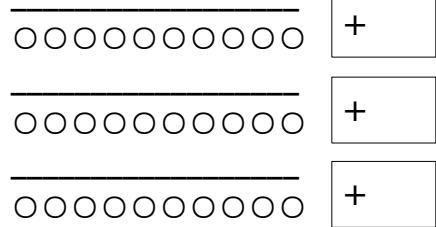
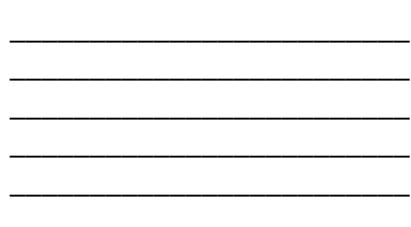


#### Physical (-1 Unskilled)

Archery	○○○○○
Athletics	○○○○○
Brawl	○○○○○
Larceny	○○○○○
Ride	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

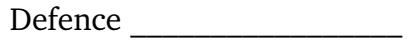
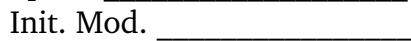
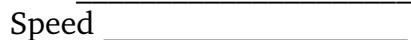


#### FLAWS / DERANGEMENTS



#### Social (-1 Unskilled)

Animal Ken	Size	_____
Empathy	Speed	_____
Expression	Init. Mod.	_____
Intimidation	Defence	_____
Persuasion	Armour	_____
Socialise		
Streetwise		
Subterfuge		



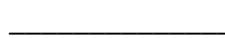
#### WEAPONS



#### SHINY



#### EXPERIENCE



#### Dice Mod



#### EQUIPMENT



#### Dice Mod

