The Adjudicators of the Wheel

Name: | Virtue: | Seeming:
Player: | Vice: | Kith:
Chronicle: | Concept: | Court:

Attributes

Power	Intelligence	●○○○○		Strength	●○○○○		Presence	●○○○○
Finesse	Wits	●○○○○		Dexterity	●○○○○		Manipulation	●○○○○
Resistance	Resolve	●○○○○		Stamina	●○○○○		Composure	●○○○○

Skills

Mental
(-3 unskilled)

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

Physical
(-1 unskilled)

Athletics ○○○○○
Brawl ○○○○○
Drive ○○○○○
Firearms ○○○○○
Larceny ○○○○○
Stealth ○○○○○
Survival ○○○○○
Weaponry ○○○○○

Social
(-1 unskilled)

Animal Ken ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Persuasion ○○○○○
Socialize ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Other Traits

Merits

_____ ○○○○○
_____ ○○○○○
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Flaws

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Contracts

_____ ○○○○○
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Pledges

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Health

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Willpower

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□□□□□□□□□□

Wyrd

●○○○○○○○○○

Glamour

□□□□□□□□□□
□□□□□□□□□□

Clarity

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

Seeming Blessing: _____
_____
Seeming Curse: _____
_____
Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

Attributes 5/4/3•Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).