

# INTEGRATORS

**NAME:**  
**PLAYER:**  
**CHRONICLE:**

**VIRTUE:**  
**VICE:**  
**CONCEPT:**

**INCARNATION:**  
**CATALYST:**  
**RING:**

## ATTRIBUTES

<b>POWER</b>	<b>INTELLIGENCE</b> ●●●●	<b>STRENGTH</b> ●●●●	<b>PRESENCE</b> ●●●●
<b>FINESSE</b>	<b>WITS</b> ●●●●	<b>DEXTERITY</b> ●●●●	<b>MANIPULATION</b> ●●●●
<b>RESISTANCE</b>	<b>RESOLVE</b> ●●●●	<b>STAMINA</b> ●●●●	<b>COMPOSURE</b> ●●●●

## SKILLS

### 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

## OTHER TRAITS

### MERITS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

### CONDITIONS

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### ASPIRATIONS

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### HEALTH

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### WILLPOWER

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### COVER

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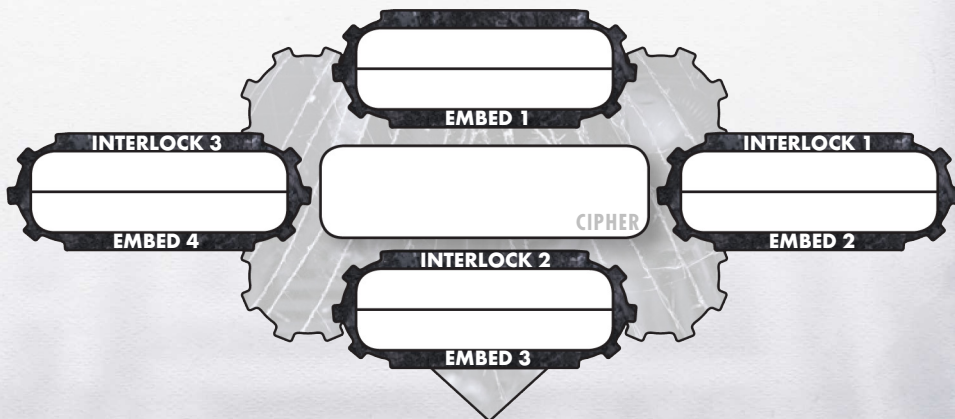
### PRIMUM

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### AETHER

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Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Beats: □ □ □ □ □  
 Experiences: \_\_\_\_\_  
 Cover Beats: □ □ □ □ □  
 Cover Experiences: \_\_\_\_\_



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •  
 Merits 10 • Health = Stamina + Size •  
 Willpower = Resolve + Composure •  
 Size = 5 for adult humans • Starting Cover = 7 •  
 Defense = Lower of Dexterity or Wits + Athletics •  
 Initiative Mod = Dexterity + Composure •  
 Speed = Strength + Dexterity +5

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FINAL TRUTH

# INTEGRATORS

## OTHER MERTS

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## DEMONIC FORM

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## EMBEDS

## EXPLOITS

_____	_____
_____	_____
_____	_____
_____	_____

## INTERLOCKS

Interlock 1: \_\_\_\_\_ Dice Pool: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Description: \_\_\_\_\_

Interlock 2: \_\_\_\_\_ Dice Pool: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Description: \_\_\_\_\_

Interlock 3: \_\_\_\_\_ Dice Pool: \_\_\_\_\_ Cost: \_\_\_\_\_  
 Description: \_\_\_\_\_

## COMBAT

Weapon/Attack	Damage	Range	Clip	Init.	Strength	Size

Armor

Rating: \_\_\_\_\_  
 Strength: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# INTEGRATORS

## GLITCHES

_____	_____
_____	_____

## PACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## EQUIPMENT

Name	Durability	Structure	Size	Cost	Notes
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Vehicle	Durability	Structure	Size	Acceleration	Safe Speed	Max Speed	Handling
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

## BOLTHOLE

LOCATION

DESCRIPTION

_____	_____
_____	_____
_____	_____



# INTEGRATORS

## COVERS

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

Age: \_\_\_\_\_

Appearance: \_\_\_\_\_

COVER RATING

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MERITS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
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- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

Notes: \_\_\_\_\_

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

Age: \_\_\_\_\_

Appearance: \_\_\_\_\_

COVER RATING

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MERITS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
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- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

Notes: \_\_\_\_\_

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\_\_\_\_\_

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

Age: \_\_\_\_\_

Appearance: \_\_\_\_\_

COVER RATING

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MERITS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
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Notes: \_\_\_\_\_

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

Age: \_\_\_\_\_

Appearance: \_\_\_\_\_

COVER RATING

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MERITS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
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Notes: \_\_\_\_\_

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