

GENOTYPALS

THE BORN

NAME:
 PLAYER:
 CHRONICLE:

CLADE:
 COHORT:
 CONCEPT:

FORMS:

ATTRIBUTES

POWER	Intelligence 00000	Strength 00000	Presence 00000
FINESSE	Wits 00000	Dexterity 00000	Manipulation 00000
RESISTANCE	Resolve 00000	Stamina 00000	Composure 00000

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

OVERT

- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000
- 00000

CONDITIONS

HEALTH

0000000000000000

WILLPOWER

0000000000

ACCLIMATION

0 0 0 0 0

STABILITY

0000000000

TOUCHSTONES

CONVICTION	LOYALTY
0	0
0	0
0	0
0	0
0	0
0	0
0	0
0	0
0	0

ASPIRATIONS

ADAPTATIONS

DESCRIPTION

USED?

_____	<input type="checkbox"/>
_____	<input type="checkbox"/>
_____	<input type="checkbox"/>

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Beats:
 Experiences: _____

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

GENTYPALS

THE BORN

VARIATIONS

Magnitude: 00000 Overt:
Activation Method: _____
Scar: _____
Scar Power: _____ Pool: _____
Keywords: _____
Deviations: _____
Notes: _____

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SCARS

Magnitude: 00000 Overt:
Activation Method: _____
Entangled Variations: _____
Type: _____ Pool: _____
Keywords: _____
Deviations: _____
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