



NAME: \_\_\_\_\_  
 PLAYER: \_\_\_\_\_  
 HERITAGE: \_\_\_\_\_

CONCEPT: \_\_\_\_\_  
 MOTIVATION: \_\_\_\_\_  
 ENDOWMENT: \_\_\_\_\_

### ATTRIBUTES

STRENGTH \_\_\_\_\_ 000000    CHARISMA \_\_\_\_\_ 000000    PERCEPTION \_\_\_\_\_ 000000  
 DEXTERITY \_\_\_\_\_ 000000    MANIPULATION \_\_\_\_\_ 000000    INTELLIGENCE \_\_\_\_\_ 000000  
 STAMINA \_\_\_\_\_ 000000    APPEARANCE \_\_\_\_\_ 000000    WITS \_\_\_\_\_ 000000

### ABILITIES

#### WARRIOR

ARCHERY \_\_\_\_\_ 000000  
 MARTIAL ARTS \_\_\_\_\_ 000000  
 MELEE \_\_\_\_\_ 000000  
 THROWN \_\_\_\_\_ 000000  
 WAR \_\_\_\_\_ 000000

#### PRIEST

INTEGRITY \_\_\_\_\_ 000000  
 PERFORMANCE \_\_\_\_\_ 000000  
 PRESENCE \_\_\_\_\_ 000000  
 RESISTANCE \_\_\_\_\_ 000000  
 SURVIVAL \_\_\_\_\_ 000000

#### SAVANT

CRAFT \_\_\_\_\_ 000000  
 INVESTIGATION \_\_\_\_\_ 000000  
 LORE \_\_\_\_\_ 000000  
 MEDICINE \_\_\_\_\_ 000000  
 OCCULT \_\_\_\_\_ 000000

#### CRIMINAL

ATHLETICS \_\_\_\_\_ 000000  
 AWARENESS \_\_\_\_\_ 000000  
 DODGE \_\_\_\_\_ 000000  
 LARCENY \_\_\_\_\_ 000000  
 STEALTH \_\_\_\_\_ 000000

#### BROKER

BUREAUCRACY \_\_\_\_\_ 000000  
 LINGUISTICS \_\_\_\_\_ 000000  
 RIDE \_\_\_\_\_ 000000  
 SAIL \_\_\_\_\_ 000000  
 SOCIALIZE \_\_\_\_\_ 000000

#### SPECIALTIES

\_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000

### ADVANTAGES

#### BACKGROUNDS

\_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000  
 \_\_\_\_\_ 000000

#### CHARMS

NAME	COST	NAME	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

### WEAPONS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### VIRTUES

<b>COMPASSION</b> ○ ○ ○ ○ ○ ○ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>TEMPERANCE</b> ○ ○ ○ ○ ○ ○ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>CONVICTION</b> ○ ○ ○ ○ ○ ○ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>VALOR</b> ○ ○ ○ ○ ○ ○ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### MERITS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### HEALTH

SOAK: B \_\_\_\_\_ L \_\_\_\_\_ A \_\_\_\_\_  
 D.V.: E \_\_\_\_\_ P \_\_\_\_\_ M \_\_\_\_\_

-0              
 -1              
                
 -2              
                
 -4   
 INCAPACITATED

### ESSENCE

○ ○ ○ ○ ○ ○ ○

POOL \_\_\_\_\_ | \_\_\_\_\_  
 COMMITTED \_\_\_\_\_

### FLAWS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### EXPERIENCE

\_\_\_\_\_





