

# THE PROMETHEAN BROTHERHOOD

## THE FIRE-STEALERS

Name:

Virtue:

Profession:

Player:

Vice:

Faction:

Chronicle:

Concept:

Cell:

### ATTRIBUTES

<b>POWER</b>	Intelligence	00000	Strength	00000	Presence	00000
<b>FINESSE</b>	Wits	00000	Dexterity	00000	Manipulation	00000
<b>RESISTANCE</b>	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

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

#### FLAWS

- Size: \_\_\_\_\_
- Speed: \_\_\_\_\_
- Defense: \_\_\_\_\_
- Armor: \_\_\_\_\_
- Initiative Mod: \_\_\_\_\_

#### HEALTH

00000000000000

#### WILLPOWER

000000000000  
  
 Risked:

#### MORALITY

- 10 \_\_\_\_\_ 0
- 9 \_\_\_\_\_ 0
- 8 \_\_\_\_\_ 0
- 7 \_\_\_\_\_ 0
- 6 \_\_\_\_\_ 0
- 5 \_\_\_\_\_ 0
- 4 \_\_\_\_\_ 0
- 3 \_\_\_\_\_ 0
- 2 \_\_\_\_\_ 0
- 1 \_\_\_\_\_ 0

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure  
 Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

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## ENDOWMENTS

_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000

## TACTICS

Name: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_

Name: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_

Name: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_

Name: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_

## TELLS

## EXPERIENCE

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

TOTAL:

Practical Experience: \_\_\_\_\_  
 Total Spent: \_\_\_\_\_  
 Spent On: \_\_\_\_\_

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

\_\_\_\_\_

Experience Remaining: \_\_\_\_\_

## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

### Armor

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

# THE PROMETHEAN BROTHERHOOD

THE FIRE-STEALERS

## EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

STATUS

FAME

TORTURE SUITE

MENTOR

OTHER ( \_\_\_\_\_ )

## EQUIPMENT

Name	Durability	Structure	Size	Cost	Notes
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## EXPANDED ENDOWMENTS

Name	Level	Cost	Book/Page	Notes
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## SAFEHOUSE

LOCATION

DESCRIPTION


