

ASCENDING ONES

THE CULT OF THE PHOENIX

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Profession:
Faction:
Cell:

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

Merits: 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

ASCENDING ONES

THE CULT OF THE PHOENIX

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

Name: _____
 Description: _____

Name: _____
 Description: _____

EXPERIENCE

TOTAL:

Practical Experience: _____
 Total Spent: _____
 Spent On: _____

Experience Remaining: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

ASCENDING ONES

THE CULT OF THE PHOENIX

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

STATUS

FAME

TORTURE SUITE

MENTOR

OTHER (_____)

EQUIPMENT

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

EXPANDED ENDOWMENTS

Name	Level	Cost	Book/Page	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

SAFEHOUSE

LOCATION

DESCRIPTION

_____	_____
_____	_____
_____	_____

