

# NGOMA

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Essence:

Faction:  
Cabal:  
Concept:

## Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

## Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Academics _____ 00000
Art _____ 00000	Drive _____ 00000	Computer _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Cosmology _____ 00000
Awareness _____ 00000	Firearms _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Martial Arts _____ 00000	Esoterica _____ 00000
Empathy _____ 00000	Meditation _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Research _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000
_____ 00000	_____ 00000	_____ 00000

## Spheres

Correspondence _____ 00000	Life _____ 00000	Prime _____ 00000
Entropy _____ 00000	Matter _____ 00000	Spirit _____ 00000
Forces _____ 00000	Mind _____ 00000	Time _____ 00000

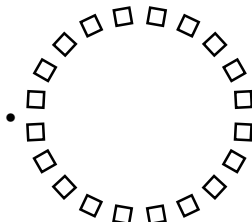
## Advantages

Backgrounds	Arete	Health
_____ 00000	0 0 0 0 0 0 0 0 0 0 0 0	Bruised _____ <input type="checkbox"/>
_____ 00000		Hurt _____ -1 <input type="checkbox"/>
_____ 00000		Injured _____ -1 <input type="checkbox"/>
_____ 00000		Wounded _____ -2 <input type="checkbox"/>
_____ 00000		Mauled _____ -2 <input type="checkbox"/>
_____ 00000		Crippled _____ -5 <input type="checkbox"/>
_____ 00000		Incapacitated _____ <input type="checkbox"/>

### Other Traits

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Quintessence



### Paradox

### Experience

# NGOMA

## Other Traits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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## Notes

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## Focus

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\_\_\_\_\_

## Wonders

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

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

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

## Merits & Flaws

Merit	Cost	Flaw	Bonus
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## History

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## Goals/Destiny

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## Description

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

Age: \_\_\_\_\_ Hair: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_ Eyes: \_\_\_\_\_  
Sex: \_\_\_\_\_ Height: \_\_\_\_\_  
Ethnicity: \_\_\_\_\_ Weight: \_\_\_\_\_

## Gear & Equipment

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

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____