

PROGENITORS

Name:
Player:
Chronicle:

Nature:
Demeanor:
Eidolon:

Methodology:
Amalgam:
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

Data	_____00000	Forces	_____00000	Mind	_____00000
Dimensional Science	_____00000	Life	_____00000	Primal Utility	_____00000
Entropy	_____00000	Matter	_____00000	Time	_____00000

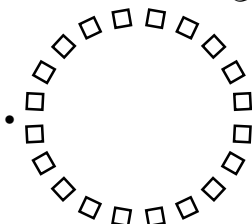
Advantages

Backgrounds	Enlightenment	Health
_____00000	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

Primal Energy



Paradox

Experience

