

# SYNDIGATE

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           |

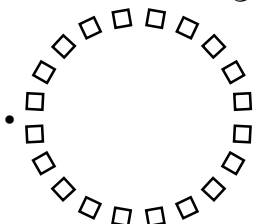
## Advantages

| Backgrounds | Enlightenment   | Health                                     |
|-------------|---|--|
| _____ 00000 | 0 0 0 0 0 0 0 0 0 0 0 0   | Bruised _____ <input type="checkbox"/>     |
| _____ 00000 |   | Hurt _____ -1 <input type="checkbox"/>     |
| _____ 00000 | <b>Willpower</b>  | Injured _____ -1 <input type="checkbox"/>  |
| _____ 00000 | 0 0 0 0 0 0 0 0 0 0 0 0   | Wounded _____ -2 <input type="checkbox"/>  |
| _____ 00000 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Mauled _____ -2 <input type="checkbox"/>   |
| _____ 00000 |   | Crippled _____ -5 <input type="checkbox"/> |

### Other Traits

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

### Primal Energy



### Paradox

### Experience

