



Name: _____ Avatar: _____ Chantry: _____
 Player: _____ Tradition: _____ Chronicle: _____
 Concept: _____ XP: _____
 Origin Path: _____ 00000
 Role Path: _____ 00000
 Society Path: _____ 00000
 Other Path: _____ 00000

==== **Skills** ==== **Specialties** ==== **Edges (Merits)** ==

- | | | |
|---|---------------------------------|-------------|
| <input type="checkbox"/> Academics _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Athletics _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Close Combat _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Culture _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Empathy _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Firearms _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Integrity _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Leadership _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Lore _____ 00000 | ===== Skill Tricks ===== | _____ 00000 |
| <input type="checkbox"/> Medicine _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Persuasion _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Pilot _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Science _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Subterfuge _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Survival _____ 00000 | _____ | _____ 00000 |
| <input type="checkbox"/> Technology _____ 00000 | _____ | _____ 00000 |

==== **Attributes** =====

Approach	Mental	Physical	Social
<input type="checkbox"/> Force _____	Intellect _____ 00000	Might _____ 00000	Presence _____ 00000
<input type="checkbox"/> Finesse _____	Cunning _____ 00000	Dexterity _____ 00000	Manipulation _____ 00000
<input type="checkbox"/> Resilience _____	Resolve _____ 00000	Stamina _____ 00000	Composure _____ 00000

==== **Mysteries/Spheres** ==== **Gnosis** ===== **Defense** =====

_____ 000000	0 0 0 0 0 0 0 0 0 0	Defense _____
_____ 000000	===== Source =====	Defense Pool _____
_____ 000000	<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"/>	Soft Armor _____
_____ 000000	<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"/>	Initiative _____
_____ 000000	===== Paradox =====	Movement _____
_____ 000000	0 0 0 0 0 0	Note: _____
_____ 000000	===== Injury =====	
_____ 000000	<input type="checkbox"/> Bruised _____ +1	
_____ 000000	<input type="checkbox"/> Bruised _____ +1	
_____ 000000	<input type="checkbox"/> Injured _____ +2	
_____ 000000	<input type="checkbox"/> Injured _____ +2	
_____ 000000	<input type="checkbox"/> Maimed _____ +4	
_____ 000000	Taken Out	
		===== Stress =====
		<input type="checkbox"/> Troubled _____ +1
		<input type="checkbox"/> Troubled _____ +1
		<input type="checkbox"/> Distraught _____ +2
		<input type="checkbox"/> Distraught _____ +2
		<input type="checkbox"/> Haunted _____ +4
		Burned Out

