



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

Skill Tricks

Attributes

Approach	Mental	Physical	Social
<input type="checkbox"/> Primordial	Intellect 00000	Might 00000	Presence 00000
<input type="checkbox"/> Dynamic	Cunning 00000	Dexterity 00000	Manipulation 00000
<input type="checkbox"/> Static	Resolve 00000	Stamina 00000	Composure 00000

Mysteries/Spheres Arete 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 _____	_____ Stress _____
_____ 000000	_____	_____
_____ 000000	_____	_____
_____ 000000	_____	_____
_____ 000000	_____	_____
_____ 000000	_____	_____
_____ 000000	_____	_____
_____ 000000	_____	_____
_____ 000000	_____	_____
_____ 000000	_____	_____

<input type="checkbox"/> Bruised _____ +1	<input type="checkbox"/> Troubled _____ +1
<input type="checkbox"/> Bruised _____ +1	<input type="checkbox"/> Troubled _____ +1
<input type="checkbox"/> Injured _____ +2	<input type="checkbox"/> Distraught _____ +2
<input type="checkbox"/> Injured _____ +2	<input type="checkbox"/> Distraught _____ +2
<input type="checkbox"/> Maimed _____ +4	<input type="checkbox"/> Haunted _____ +4
Taken Out	Burned Out

