

# Engel

Name:  
 Player:  
 Virtue:  
 Vice:

Allegiance:  
 Order:  
 Faction:  
 Concept:

## ATTRIBUTES

POWER	Intelligence ●0000	Strength ●0000	Presence ●0000
FINESS	Wits ●0000	Dexterity ●0000	Manipulation ●0000
RESISTANCE	Resolve ●0000	Stamina ●0000	Composure ●0000

## SKILLS

### Mental (-3 unskilled)

Academics \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Meditation \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

### Physical (-1 unskilled)

Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Sailing \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 Weaponry \_\_\_\_\_ 00000

### Social (-1 unskilled)

Animal Ken \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Persuasion \_\_\_\_\_ 00000  
 Socialize \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

## OTHER TRAITS

### Potestates

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### Merits

\_\_\_\_\_ 00000  
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### Flaws

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

Weapon \_\_\_\_\_

Dice Mod. Range Rate Conceal

Experience: \_\_\_\_\_

### Health

00000000000000  
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### Willpower

000000000000  
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### Sigil

000000000000

### Essence

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### Devotion

10 \_\_\_\_\_ 0  
 9 \_\_\_\_\_ 0  
 8 \_\_\_\_\_ 0  
 7 \_\_\_\_\_ 0  
 6 \_\_\_\_\_ 0  
 5 \_\_\_\_\_ 0  
 4 \_\_\_\_\_ 0  
 3 \_\_\_\_\_ 0  
 2 \_\_\_\_\_ 0  
 1 \_\_\_\_\_ 0

Size: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Speed: \_\_\_\_\_ Defense: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_

7  
 8  
 9