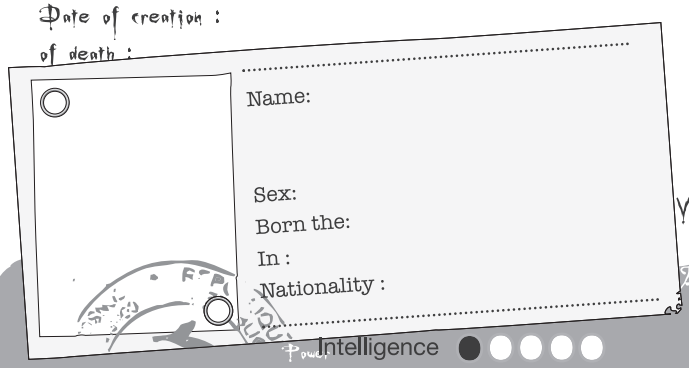
Player : Concept : Age : XPs :

Date of creation :

of death :



Virtue : Vice :

Attributes 5/4/3

Power			Finesse			Resistance		
Intelligence	●○○○○		Wits	●○○○○		Resolve	●○○○○	
Strength	●○○○○		Dexterity	●○○○○		Stamina	●○○○○	
Presence	●○○○○		Manipulation	●○○○○		Composure	●○○○○	

Size	Speed	Initiative Mod	Defense	Armor
5 for adult humans	Strength + Dexerity + 5	Dexterity + Composure	Lowest of Dexterity or Wits	

SKILLS 11/7/4 (+3 Specialties)

Mental (-3 unskilled)

Academics ○○○○○
Pilot ○○○○○
Crafts ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○

Physical (-1 unskilled)

Athletics ○○○○○
Brawl ○○○○○
Drive ○○○○○
Firearms ○○○○○
Larceny ○○○○○
Stealth ○○○○○
Survival ○○○○○
Weaponry ○○○○○

Social (-1 unskilled)

Animal Ken ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Persuasion ○○○○○
Socialize ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Merits

○○○○○ ○○○○○
○○○○○ ○○○○○
○○○○○ ○○○○○
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○○○○○ ○○○○○

Cthulhu Mythos ○○○○○ Flaw

Health

○○○○○○○○○○○ Stamina + Size

Morality

1○ 2○ 3○ 4○ 5○ 6○ 7○ 8○ 9○ 10○

Starting Morality = 7

Magic ○○○○○○○○○○

Willpower ○○○○○○○○○○

Resolve + Composure
1 Willpower = 3 d10

Sanity

Morality x 10

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99