

DRAGON THE EMBERS

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

METHOD:
SCHOOL:
PROVINCE:

ATTRIBUTES

Power	Intelligence	00000 (0)	Strength	00000 (0)	Presence	00000 (0)
Finesse	Wits	00000 (0)	Dexterity	00000 (0)	Manipulation	00000 (0)
Resistance	Resolve	00000 (0)	Stamina	00000 (0)	Composure	00000 (0)

SKILLS

OTHER TRAITS

MENTAL

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

PHYSICAL

(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	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

MORTAL TRAITS

Size:	Speed:
Defense:	Armor:
Initiative Mod:	
Experience:	

MERITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

FLAWS

ASPECTS

_____	00000
_____	□□□□□
_____	00000
_____	□□□□□
_____	00000
_____	□□□□□
_____	00000
_____	□□□□□
_____	00000
_____	□□□□□

HEALTH

0000000000000000
□□□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

FURNACE

0000000000

BREATH

□□□□□□□□□□
□□□□□□□□□□

CALORIC POINTS

_____ / _____

ETHICS

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

TRUE FORM TRAITS

Intelligence:	Strength:	Perception:
Wits:	Dexterity:	Manipulation:
Resolve:	Stamina:	Composure:

Skills

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Skills

Size:	_____
Defense:	_____
Armor:	_____
Initiative Mod:	_____
Land Speed:	_____
Flight Speed:	_____
Climb Speed:	_____
Burrow Speed:	_____
Swim Speed:	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Method • School • Province • Aspects 5/3/2 (Common/Method/Choice) • Philosophies 1/1 (School, Choice) • (Buying the fifth dot in Attributes, Skills, Merits, or Aspects costs 2 points) • Favored Attribute (+1 Strength Slayer, +1 Intelligence Finder, +1 Wits Challenger, +1 Manipulation Trickster, +1 Presence Inheritor) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = Five for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Ethics = 7 • Furnace starts at 1 dot • Breath = Ethics

True Form Traits: Attributes +1 • Health + 2 • Willpower +2 • Size +1 • Defense +1 • Initiative Mod +2 • Land Speed = Speed + 2 • Flight Speed = (Strength + Stamina) x Wings • Climb Speed = Dexterity + Wall Climber + 5 • Burrow Speed = Strength + Dexterity + Burrowing Body • Swim Speed = (Strength + Dexterity + Stream) x Serpentine Form • List skills modified by Aspects • Don't forget to add in Aspect Bonuses

