Genius
the Transgression

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

FOUNDATION:
CATALYST:
AESTHETIC:

ATTRIBUTES

POWER	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
FINESSE	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
RESISTANCE	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

SKILLS

MENTAL

Academics _____ ○○○○○
Computer _____ ○○○○○
Crafts _____ ○○○○○
Investigation _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○

PHYSICAL

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

SOCIAL

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

OTHER TRAITS

MERITS

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

AXIOMS

☐ Apokalypsi ____ ○○○○○
☐ Automata ____ ○○○○○
☐ Epikrato ____ ○○○○○
☐ Exelixi ____ ○○○○○
☐ Katastrofi ____ ○○○○○
☐ Metaptropi ____ ○○○○○
☐ Prostasia ____ ○○○○○
☐ Skafoi ____ ○○○○○

FLAWS

_____
_____
_____

THESIS: _____
JABIR: _____
SOCIAL PENALTY: _____
UNMADA? _____

HEALTH

○○○○○○○○○○○○
□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○
□□□□□□□□□□

INSPIRATION

○○○○○○○○○○

MANIA

□□□□□□□□□□
□□□□□□□□□□

OBLIGATION

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

SIZE: _____
SPEED: _____
DEFENSE: _____
ARMOR: _____
INITIATIVE MOD: _____

Attributes: 5/4/3 ● Skills 11/7/4 (+3 Specialties) ● **Foundation:** Note Grant + Favored Axiom ● **Catalyst:** Note Favored Axiom ● **Axioms** 3 dots in favored Axioms ● **Merits** 7 ● (Buying the fifth dot in Attributes, Skills, or Merits costs two points) ● **Health** = Stamina + Size ● **Willpower** = Resolve + Composure ● **Size** = 5 for adult human-sized ● **Defense** = Lower of Dexterity and Wits ● **Initiative Mod** = Dexterity + Composure ● **Speed** = Strength + Dexterity + 5 ● **Starting Obligation** = 7 ● **Inspiration** starts at 1 dot ● **Mania** starts at maximum (based on Inspiration) – bound # of ranks of Wonders ● **Max Mania/turn** based on Inspiration ● **Jabir** based on Inspiration ● **Social Penalty** based on Obligation