

Gypsies

Name:

Nature:

Element:

Player:

Essence:

Family:

Chronicle:

Demeanor:

Concept:

Attributes

Physical

Social

Mental

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

Abilities

Talents

Skills

Knowledges

Acting _____ 00000
 Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Animal Ken _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Melee _____ 00000
 Music _____ 00000
 Repair _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

Bureaucracy _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Spheres

Correspondence _____ 00000
 Entropy _____ 00000
 Forces _____ 00000

Life _____ 00000
 Matter _____ 00000
 Mind _____ 00000

Prime _____ 00000
 Spirit _____ 00000
 Time _____ 00000

Advantages

← Backgrounds →

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

← Arete →

0 0 0 0 0 0 0 0 0 0

← Willpower →

0 0 0 0 0 0 0 0 0 0

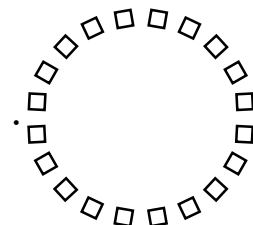
← Health →

Bruised _____
 Hurt -1 _____
 Injured -1 _____
 Wounded -2 _____
 Mauled -2 _____
 Crippled -5 _____
 Incapacitated _____

← Other Traits →

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

Quintessence



Paradox

← Resonance →

Dynamic _____ 00000
 Entropic _____ 00000
 Static _____ 00000

← Experience →