

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
□ □ □ □ □ □ □ □ □ □

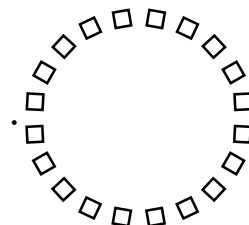
← Health →

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 →