VIRTUAL ADEPTS

Name: | Nature: | Faction:
Player: | Essence: | Concept:
Chronicle: | Demeanor: | Cabal:

Attributes

Physical
Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social
Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental
Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents
Alertness ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills
Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Meditation ○○○○○
Melee ○○○○○
Performance ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

Knowledges
Academics ○○○○○
Computer ○○○○○
Cosmology ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Science ○○○○○

Spheres

Correspondence ●○○○○
Entropy ○○○○○
Forces ○○○○○
Life ○○○○○
Matter ○○○○○
Mind ○○○○○
Prime ○○○○○
Spirit ○○○○○
Time ○○○○○

Advantages

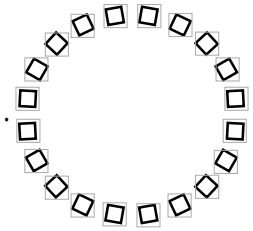
Backgrounds
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Merits & Flaws
Merit	Cost

Flaw	Bonus

Arete
● ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower
● ● ● ● ● ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Quintessence


Paradox

Health
Bruised		□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

Resonance
Dynamic ○○○○○
Entropic ○○○○○
Static ○○○○○

Experience