

# MASTERS of the Art

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
ESSENCE:  
DEITY/ANOR:

TRADITION:  
CONCEPT:  
CABAL:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

### SOCIAL

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

### MENTAL

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Awareness \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

### SKILLS

Crafts \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Meditation \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Cosmology \_\_\_\_\_ 00000  
Enigmas \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000

## ARCH-SPHERES

Correspondence \_\_\_\_\_ 000000000  
Entropy \_\_\_\_\_ 000000000  
Forces \_\_\_\_\_ 000000000

Life \_\_\_\_\_ 000000000  
Matter \_\_\_\_\_ 000000000  
Mind \_\_\_\_\_ 000000000

Prime \_\_\_\_\_ 000000000  
Spirit \_\_\_\_\_ 000000000  
Time \_\_\_\_\_ 000000000

## ADVANTAGES

### BACKGROUNDS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

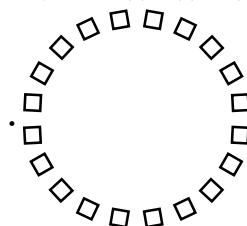
### ARETE

0 0 0 0 0 0 0 0 0 0

### WILLPOWER

0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

### QUINTESSENCE



### PARADOX

### HEALTH

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

### OTHER TRAITS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### RESONANCE

Dynamic \_\_\_\_\_ 00000  
Entropic \_\_\_\_\_ 00000  
Static \_\_\_\_\_ 00000

### EXPERIENCE

