

Sons of Mother

NAME:
 PLAYER:
 CHRONICLE:

NATURE:
 ESSENCE:
 DEITY/ANOR:

FACTION:
 CONCEPT:
 CABAL:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	00000	Charisma	00000	Perception	00000
Dexterity	00000	Manipulation	00000	Intelligence	00000
Stamina	00000	Appearance	00000	Wits	00000

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Alertness	00000	Crafts	00000	Academics	00000
Athletics	00000	Drive	00000	Computer	00000
Awareness	00000	Etiquette	00000	Cosmology	00000
Brawl	00000	Firearms	00000	Enigmas	00000
Dodge	00000	Meditation	00000	Investigation	00000
Expression	00000	Melee	00000	Law	00000
Intimidation	00000	Performance	00000	Linguistics	00000
Leadership	00000	Stealth	00000	Medicine	00000
Streetwise	00000	Survival	00000	Occult	00000
Subterfuge	00000	Technology	00000	Science	00000

SPHERES

Contiguous Ether	00000	Etheric Biology	00000	Metaphysical Ether	00000
Ether Dynamics	00000	Etheric Chemistry	00000	Etheric and Memetic Dimensions	00000
Energetic Physics	00000	Noetic Science	00000	Causality	00000

ADVANTAGES

BACKGROUNDS	ARETE	HEALTH
_____ 00000	0 0 0 0 0 0 0 0 0 0	Bruised _____ <input type="checkbox"/>
_____ 00000		Hurt _____ -1 <input type="checkbox"/>
_____ 00000		Injured _____ -1 <input type="checkbox"/>
_____ 00000		Wounded _____ -2 <input type="checkbox"/>
_____ 00000		Mauled _____ -2 <input type="checkbox"/>
_____ 00000		Crippled _____ -5 <input type="checkbox"/>
_____ 00000		Incapacitated _____ <input type="checkbox"/>

OTHER TRAITS	WILLPOWER	QUINTESSENCE	RESONANCE
_____ 00000	0 0 0 0 0 0 0 0 0 0	◊ ◊ ◊ ◊ ◊ ◊ ◊ ◊ ◊ ◊	Dynamic _____ 00000
_____ 00000			Entropic _____ 00000
_____ 00000			Static _____ 00000
_____ 00000			
_____ 00000			
_____ 00000			

PARADOX

EXPERIENCE

sons of Mother

OTHER TRAITS

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

NOTES

WONDERS

NAME: _____
 DESCRIPTION: _____

NAME: _____
 DESCRIPTION: _____

NAME: _____
 DESCRIPTION: _____

NAME: _____
 DESCRIPTION: _____

MERITS & FLAWS

MERIT	COST	FLAW	BONUS
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

HISTORY

GOALS/DESTINY

DESCRIPTION

AGE: _____ HAIR: _____
 APPARENT AGE: _____ EYES: _____
 SEX: _____ HEIGHT: _____
 RACE: _____ WEIGHT: _____

GEAR & EQUIPMENT

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____