

PROXIMI

NAME:
 PLAYER:
 CHRONICLE:

VIRTUE:
 VICE:
 CONCEPT:

DYNASTY:
 HERITAGE PATH:
 GROUP:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

OTHER TRAITS

MENTAL
 (-3 unskilled)

Rote Skill

<input type="checkbox"/>	Academics	00000
<input type="checkbox"/>	Computer	00000
<input type="checkbox"/>	Crafts	00000
<input type="checkbox"/>	Investigation	00000
<input type="checkbox"/>	Medicine	00000
<input type="checkbox"/>	Occult	00000
<input type="checkbox"/>	Politics	00000
<input type="checkbox"/>	Science	00000

PHYSICAL
 (-1 unskilled)

Rote Skill

<input type="checkbox"/>	Athletics	00000
<input type="checkbox"/>	Brawl	00000
<input type="checkbox"/>	Drive	00000
<input type="checkbox"/>	Firearms	00000
<input type="checkbox"/>	Larceny	00000
<input type="checkbox"/>	Stealth	00000
<input type="checkbox"/>	Survival	00000
<input type="checkbox"/>	Weaponry	00000

SOCIAL
 (-1 unskilled)

Rote Skill

<input type="checkbox"/>	Animal Ken	00000
<input type="checkbox"/>	Empathy	00000
<input type="checkbox"/>	Expression	00000
<input type="checkbox"/>	Intimidation	00000
<input type="checkbox"/>	Persuasion	00000
<input type="checkbox"/>	Socialize	00000
<input type="checkbox"/>	Streetwise	00000
<input type="checkbox"/>	Subterfuge	00000

BLESSINGS

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

MERITS

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

FLAWS

CURSE

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

MANA

□□□□□

WISDOM

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

SIZE: _____
 SPEED: _____
 DEFENSE: _____
 ARMOR: _____
 INITIATIVE MOD: _____
 EXPERIENCE: _____

Basic: Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Sleepwalker & Proximus Merits Free • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points)
 Blessings 6 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure
 • Speed = Strength + Dexterity + 5 • Starting Morality = 7
 Illuminated: Attributes 8/6/4 • Skills 13/9/5 (+3 Specialties) • Merits 7(+ additional 5 for conspiracy related merits) • Morality = 5