

# PROMETHEAN

THE CREATED

Name:

Virtue:

Lineage:

Player:

Vice:

Refinement:

Chronicle:

Concept:

Throng:

## ATTRIBUTES

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

## SKILLS

### MENTAL

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

### PHYSICAL

(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

### SOCIAL

(-1 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

## OTHER TRAITS

### MERITS

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

### BESTOWMENT

Size:	_____
Speed:	_____
Defense:	_____
Armor:	_____
Initiative Mod:	_____
Experience:	_____

### HEALTH

00000000000000
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### WILLPOWER

00000000000000
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### AZOTH

00000000000000
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### PYROS

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Points Per Turn: \_\_\_\_\_

### HUMANITY

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

### TRANSMUTATION

_____	DICE POOL	PAGE
_____		
_____		
_____		
_____		
_____		
_____		
_____		
_____		
_____		

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity • Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity