CENTIMANI

REFINEMENT OF FLUX

Name: Virtue: Lineage:
Player: Vice: Athanor:
Chronicle: Concept: Throng:

ATTRIBUTES

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

SKILLS

MENTAL
(-3 unskilled)

Academics _____ ○○○○○
Computer _____ ○○○○○
Crafts _____ ○○○○○
Investigation _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○

PHYSICAL
(-1 unskilled)

Athletics _____ ○○○○○
Brawl _____ ○○○○○
Drive _____ ○○○○○
Firearms _____ ○○○○○
Larceny _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○
Weaponry _____ ○○○○○

SOCIAL
(-1 unskilled)

Animal Ken _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Persuasion _____ ○○○○○
Socialize _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

OTHER TRAITS

MERITS

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
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FLAWS

_____
_____
_____

BESTOWMENT

_____
_____

DISFIGUREMENT

_____
_____
_____
_____

HEALTH

○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○
□□□□□□□□□□

AZOTH

●○○○○○○○○○

PYROS

□□□□□□□□□□
□□□□□□□□□□
Points Per Turn: _____

HUMANITY

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

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

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 afinity) • 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

CENTIMANI

REFINEMENT OF FLUX

ATHANOR

REAGENT

TRAIT AFFINITIES

PROMETHEAN BOON

REDEEMED BOON

DERANGEMENTS

EXPERIENCE

VITRIOL

TRANSMUTATIONS

Transmutation	Type	Dice Pool	Book/Page

EQUIPMENT

Item	Durability	Structure	Size	Cost

COMBAT

Weapon/Attack	Dice Mod.	Range	Clip	Size