

UNFLESHED

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Original function:
Refinement:
Athænor:

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

FLAWS

INNATE BENEFIT

DISFIGUREMENT

HEALTH

000000000000
□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

AZOTH

0000000000

PYROS

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

HUMANITY

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: _____

UNFLESHED

ATHANOR

REAGENT

○○○○○○○○○○○○
 □□□□□□□□□□□□

TRAIT AFFINITIES

UNFLESHED 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
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____