

# PROMETHEAN™

THE CREATED

Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Lineage:  
 Refinement:  
 Athanor:

## ATTRIBUTES

POWER	Intelligence 0000000000	Strength 0000000000	Presence 0000000000
FINESSE	Wits 0000000000	Dexterity 0000000000	Manipulation 0000000000
RESISTANCE	Resolve 0000000000	Stamina 0000000000	Composure 0000000000

## SKILLS

### MENTAL

(3 unskilled)

Academics	0000000000
Computer	0000000000
Crafts	0000000000
Investigation	0000000000
Medicine	0000000000
Occult	0000000000
Politics	0000000000
Science	0000000000

### PHYSICAL

(1 unskilled)

Athletics	0000000000
Brawl	0000000000
Drive	0000000000
Firearms	0000000000
Larceny	0000000000
Stealth	0000000000
Survival	0000000000
Weaponry	0000000000

### SOCIAL

(1 unskilled)

Animal Ken	0000000000
Empathy	0000000000
Expression	0000000000
Intimidation	0000000000
Persuasion	0000000000
Socialize	0000000000
Streetwise	0000000000
Subterfuge	0000000000

## OTHER TRAITS

### MERITS

_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
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### FLAWS

_____
_____
_____

### BESTOWMENT

_____
_____

### DISFIGUREMENT

_____
_____
_____
_____

### HEALTH

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### WILLPOWER

Max Remaining

### AZOTH

0000000000

### PYROS

Max Remaining

### 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: \_\_\_\_\_

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

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## ATHANOR

### REAGENT

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### 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

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## OTHER TRAITS

_____0000000000	_____0000000000	_____0000000000
_____0000000000	_____0000000000	_____0000000000
_____0000000000	_____0000000000	_____0000000000
_____0000000000	_____0000000000	_____0000000000

## EXPANDED MERITS

### ALLIES

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### REPUTE

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### CONTACTS

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### RESIDUAL MEMORY

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### LANGUAGE

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### RESOURCES

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### MENTOR

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### OTHER(\_\_\_\_\_)

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## POSSESSIONS

### GEAR(CARRIED)

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### EQUIPMENT(OWNED)

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#### VEHICLE

#### Durability

#### Structure

#### Size

#### Acceleration

#### Safe Speed

#### Max Speed

#### Handling

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## LAIR

### LOCATION

### DESCRIPTION

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# PROMETHEAN™

THE CREATED

## HISTORY

(REMEMBERED OR CURRENT)

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## DESCRIPTION

Apparent Age: \_\_\_\_\_

Date of Creation: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality?: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

Distinguishing Features: \_\_\_\_\_

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## VISUALS

THROUGH CHART

CHARACTER SKETCH

