

# tammuz

gelems

Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Refinement:  
 Athanor:  
 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  
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### HEALTH

00000000000000  
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### WILLPOWER

000000000000  
 □□□□□□□□□□

### AZOTH

000000000000

### 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

### FLAWS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### BESTOWMENT

\_\_\_\_\_  
 \_\_\_\_\_

### DISFIGUREMENT

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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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## OTHER TRAITS

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

## EXPANDED MERITS

ALLIES

REPUTE

_____	_____
_____	_____
_____	_____

CONTACTS

RESIDUAL MEMORY

_____	_____
_____	_____
_____	_____

LANGUAGE

RESOURCES

_____	_____
_____	_____
_____	_____

MENTOR

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

_____	_____
_____	_____
_____	_____

## POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

_____	_____
_____	_____
_____	_____

VEHICLE

Durability

Structure

Size

Acceleration

Safe Speed

Max Speed

Handling

_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## LAIR

LOCATION

DESCRIPTION

_____	_____
_____	_____
_____	_____
_____	_____

