

COBALUS

Refinement of Cobalt (Impurity)

Name:

Virtue:

Lineage:

Player:

Vice:

Atharor:

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
_____	00000
_____	00000
_____	00000

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

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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ATHANOR

REAGENT

0000000000000000
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TRAIT AFFINITIES

PROMETHEAN 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

_____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

COBALUS

Refinement of Cobalt (Impurity)

HISTORY

(REMEMBERED OR CURRENT)

DESCRIPTION

Apparent Age: _____

Date of Creation: _____

Hair: _____

Eyes: _____

Race: _____

Nationality?: _____

Height: _____

Weight: _____

Sex: _____

Distinguishing Features: _____

VISUALS

THROUGH CHART

CHARACTER SKETCH

