

# MERCURIUS

REFINEMENT OF QUICKSILVER (PYROS)

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

### HEALTH

000000000000  
□□□□□□□□□□

### WILLPOWER

0000000000  
□□□□□□□□□□

### AZOTH

0000000000

### PYROS

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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

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### TRAIT AFFINITIES

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

### PROMETHEAN BOON

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

### REDEEMED BOON

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

## DERANGEMENTS

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

## EXPERIENCE

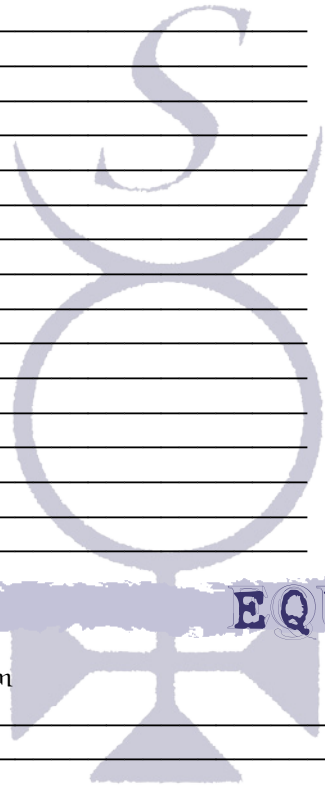
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## VITRIOL

\_\_\_\_\_

## 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

_____	_____	_____	_____	_____	_____	_____	_____
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## LAIR

LOCATION

DESCRIPTION

_____	_____
_____	_____
_____	_____

# MERCURIUS

REFINEMENT OF QUICKSILVER (PYROS)

## HISTORY

(REMEMBERED OR CURRENT)

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## DESCRIPTION

Apparent Age:	_____	_____
Date of Creation:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality?:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____
Distinguishing Features:	_____	_____

## VISUALS

THRONG CHART

CHARACTER SKETCH

