PROMETHEAN
THE CREATED

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Lineage:
Refinement:
Athanor:

ATTRIBUTES

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

SKILLS

MENTAL
(-3 unskilled)

Academics _____ ○○○○○
Computer _____ ○○○○○
Crafts _____ ○○○○○
Investigation _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○

PHYSICAL
(-1 unskilled)

Athletics _____ ○○○○○
Brawl _____ ○○○○○
Drive _____ ○○○○○
Firearms _____ ○○○○○
Larceny _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○
Weaponry _____ ○○○○○

SOCIAL
(-1 unskilled)

Animal Ken _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Persuasion _____ ○○○○○
Socialize _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

OTHER TRAITS

MERITS

_____ ○○○○○
_____ ○○○○○
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BESTOWMENT

_____
_____

DISFIGUREMENT

_____
_____
_____
_____

Size: _____ Speed: _____
Defense: _____ Armor: _____
Initiative Mod: _____
Beats: □ □ □ □ □
Experiences: _____
Vitriol Beats: □ □ □ □ □
Vitriol Experiences: _____

HEALTH

○○○○○○○○○○○○○
□□□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○
□□□□□□□□□□□□

AZOTH

○○○○○○○○○○

PYROS

□□□□□□□□□□□□
□□□□□□□□□□□□

[TYPE HERE]

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CONDITIONS

_____
_____
_____
_____

ASPIRATIONS

_____
_____
_____
_____

ROLE

_____

MILESTONES

_____
_____
_____

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 afinity) • 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

PROMETHEAN THE CREATED

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

Attribute: 4 Experience per dot • Skill: 2 Experience per dot • Willpower: 1 Experience per dot • Merit: 1 Experience per dot • Transmutation: 1 Experience per dot (Non-Affinity +1) • Bestowment: 4 Experience each • Azoth: 5 Experience per dot • Humanity?: 2 Experience per dot