

PROMETHEAN

THE CREATED

Name:

Virtue:

Lineage:

Player:

Vice:

Refinement:

Chronicle:

Concept:

Atharor:

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

BESTOWMENT

DISFIGUREMENT

Size: _____ Speed: _____

Defense: _____ Armor: _____

Initiative Mod: _____

Beats:

Experiences: _____

Vitriol Beats:

Vitriol Experiences: _____

HEALTH

00000000000000

WILLPOWER

000000000000

AZOTH

000000000000

PYROS

000000000000

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 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

PROMETHEAN

THE CREATED

ATHANOR

REAGENT

000000000000
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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

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OTHER TRAITS

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

EXPANDED MERITS

ALLIES

CONTACTS

LANGUAGE

MENTOR

REPUTE

RESIDUAL MEMORY

RESOURCES

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLE

Durability

Structure

Size

Acceleration

Safe Speed

Max Speed

Handling

_____	_____	_____	_____	_____	_____	_____	_____
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LAIR

LOCATION

DESCRIPTION

_____	_____
_____	_____
_____	_____

PROMETHEAN™

THE CREATED

HISTORY

(REMEMBERED OR CURRENT)

DESCRIPTION

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

VISUALS

THROUGH CHART

CHARACTER SKETCH

