Promethean
THE WILD WEST

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 _____ ○○○○○
Crafts _____ ○○○○○
Investigation _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○
Technology _____ ○○○○○

Physical
(-1 unskilled)

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

Social
(-1 unskilled)

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

Other Traits

Merits

_____ ○○○○○
_____ ○○○○○
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Flaws

_____
_____
_____

Bestwoment

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_____

Disfigurement

_____
_____
_____
_____

Health

○○○○○○○○○○○○○
□□□□□□□□□□□□□□

Willpower

○○○○○○○○○○
□□□□□□□□□□

Azoth

●○○○○○○○○○

Pyros

□□□□□□□□□□□
□□□□□□□□□□□
Points Per Turn: _____

Humanity

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

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Athanor

Reagent

Trait Affinities

Promethean Boon

Redeemed Boon

Transmutations

Transmutation	Type	Dice Pool	Book/Page

Derangements

Equipment

Item	Durability	Structure	Size	Cost

Experience

Vitriol

Combat

Weapon/Attack	Dice Mod.	Range	Ammo	Size