

Half-Damned

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Destiny:
Parent Clan:
Group:

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

THEMES & TWISTS

_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000

MERITS

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

ASPIRATIONS

CONDITIONS

WILLPOWER

0000000000
□□□□□□□□□□

INTEGRITY
0000000000

HEALTH
0000000000000000
□□□□□□□□□□□□□□

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

NERVE

00000000000000
□□□□□□□□□□□□

Guile: _____
Dominance: _____
The Edge:

GREY MATTER

00000000000000
□□□□□□□□□□□□

Aptitude: _____
Acumen: _____

Aspirations 3 • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Destiny • Parent Clan • Doom • Affliction • Twists 3 • Merits 10
Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics
Initiative Mod = Dexterity + Composure • Speed = Size + Strength + Dexterity • Starting Integrity = 7
Nerve = Composure + Highest Social Skill • Guile = Lowest of Wits or Manipulation • Dominance = Presence + Manipulation
Grey Matter = Intelligence + Resolve • Aptitude = Intelligence + Wits + Resolve • Acumen = Lowest of Intelligence or Wits

