



NAME: \_\_\_\_\_  
CHRONICLE: \_\_\_\_\_  
GUILD: \_\_\_\_\_  
BALANCE: \_\_\_\_\_  
JUDGE: \_\_\_\_\_

PLAYER: \_\_\_\_\_  
CONCEPT: \_\_\_\_\_  
DECREE: \_\_\_\_\_  
BURDEN: \_\_\_\_\_  
MERET NAME: \_\_\_\_\_

## ATTRIBUTES

|                   |                                       |       |                                    |       |                                       |       |
|-------------------|---------------------------------------|-------|------------------------------------|-------|---------------------------------------|-------|
| <b>POWER</b>      | <input type="checkbox"/> Intelligence | 00000 | <input type="checkbox"/> Strength  | 00000 | <input type="checkbox"/> Presence     | 00000 |
| <b>FINESSE</b>    | <input type="checkbox"/> Wits         | 00000 | <input type="checkbox"/> Dexterity | 00000 | <input type="checkbox"/> Manipulation | 00000 |
| <b>RESISTANCE</b> | <input type="checkbox"/> Resolve      | 00000 | <input type="checkbox"/> Stamina   | 00000 | <input type="checkbox"/> Composure    | 00000 |

## SKILLS

### MENTAL

(-3 unskilled)

|                                        |       |
|----------------------------------------|-------|
| <input type="checkbox"/> Academics     | 00000 |
| <input type="checkbox"/> Computer      | 00000 |
| <input type="checkbox"/> Crafts        | 00000 |
| <input type="checkbox"/> Investigation | 00000 |
| <input type="checkbox"/> Medicine      | 00000 |
| <input type="checkbox"/> Occult        | 00000 |
| <input type="checkbox"/> Politics      | 00000 |
| <input type="checkbox"/> Science       | 00000 |

### PHYSICAL

(-1 unskilled)

|                                    |       |
|------------------------------------|-------|
| <input type="checkbox"/> Athletics | 00000 |
| <input type="checkbox"/> Brawl     | 00000 |
| <input type="checkbox"/> Drive     | 00000 |
| <input type="checkbox"/> Firearms  | 00000 |
| <input type="checkbox"/> Larceny   | 00000 |
| <input type="checkbox"/> Stealth   | 00000 |
| <input type="checkbox"/> Survival  | 00000 |
| <input type="checkbox"/> Weaponry  | 00000 |

### SOCIAL

(-1 unskilled)

|                                       |       |
|---------------------------------------|-------|
| <input type="checkbox"/> Animal Ken   | 00000 |
| <input type="checkbox"/> Empathy      | 00000 |
| <input type="checkbox"/> Expression   | 00000 |
| <input type="checkbox"/> Intimidation | 00000 |
| <input type="checkbox"/> Persuasion   | 00000 |
| <input type="checkbox"/> Socialize    | 00000 |
| <input type="checkbox"/> Streetwise   | 00000 |
| <input type="checkbox"/> Subterfuge   | 00000 |

## OTHER TRAITS

### MERITS

|       |       |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

### PILLARS

|       |       |
|-------|-------|
| Ab    | 00000 |
| Ba    | 00000 |
| Ka    | 00000 |
| Ren   | 00000 |
| Sheut | 00000 |

### AFFINITIES

|       |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |

### UTTERANCES

|       |     |
|-------|-----|
| _____ | 000 |
| _____ | 000 |
| _____ | 000 |
| _____ | 000 |
| _____ | 000 |
| _____ | 000 |
| _____ | 000 |
| _____ | 000 |

### HEALTH

0000000000000000  
□□□□□□□□□□□□□□

### WILLPOWER

0000000000  
□□□□□□□□□□

### SEKHEM

0000000000

### MEMORY

0000000000

### TOUCHSTONES

|       |
|-------|
| _____ |
| _____ |
| _____ |

### ASPIRATIONS

|       |
|-------|
| _____ |
| _____ |
| _____ |

### CONDITIONS

|       |
|-------|
| _____ |
| _____ |
| _____ |

Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
Defense: \_\_\_\_\_ Armor: \_\_\_\_\_  
Initiative Mod: \_\_\_\_\_  
Beats: □ □ □ □ □  
Experiences: \_\_\_\_\_  
Reminisce Beats: □ □ □ □ □  
Reminisce Experiences: \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (3 Specialties) • Merits 10 •  
Health = Stamina + Size • Willpower = Resolve + Composure •  
Size = 5 for adult human • Defense = Lower of Dexterity or  
Wits + Athletics • Initiative Mod = Dex + Composure •  
Speed = Strength + Dexterity + 5