

CRAFTMASONSONS

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

DEGREE:
MENTOR:
CABAL:



ATTRIBUTES

physical

social

MENTAL

Strength _____	00000	Charisma _____	00000	Perception _____	00000
Dexterity _____	00000	Manipulation _____	00000	Intelligence _____	00000
Stamina _____	00000	Appearance _____	00000	Wits _____	00000



ABILITIES

TALENTS

skills

KNOWLEDGES

Alertness _____	00000	Animal Ken _____	00000	Academics _____	00000
Athletics _____	00000	Archery _____	00000	Cosmology _____	00000
Awareness _____	00000	Crafts _____	00000	Enigmas _____	00000
Brawl _____	00000	Etiquette _____	00000	Esoterica _____	00000
Empathy _____	00000	Herbalism _____	00000	Hearth Wisdom _____	00000
Expression _____	00000	Melee _____	00000	Investigation _____	00000
Intimidation _____	00000	Performance _____	00000	Medicine _____	00000
Leadership _____	00000	Ride _____	00000	Occult _____	00000
Legerdemain _____	00000	Stealth _____	00000	Politics _____	00000
Subterfuge _____	00000	Survival _____	00000	Theology _____	00000
_____	00000	_____	00000	_____	00000



ADVANTAGES

BACKGROUNDS

FOUNDATION

pillars

_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	Aura: _____ ()	00000
_____	00000	_____	00000
_____	00000	_____	00000



OTHER TRAITS

QUINTESSENCE

health

_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Bruised _____	<input type="checkbox"/>
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hurt _____	- 1 <input type="checkbox"/>
_____	Points Per Turn: _____	Injured _____	- 1 <input type="checkbox"/>
_____	willpower	Wounded _____	- 2 <input type="checkbox"/>
_____	0 0 0 0 0 0 0 0 0 0	Mauled _____	- 2 <input type="checkbox"/>
_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Crippled _____	- 5 <input type="checkbox"/>
_____		Incapacitated _____	<input type="checkbox"/>

BACKLASH

BRANDING/TWILIGHT

experience

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