

GUARDIANS

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

AGENDA:
CATALYST:
RING:

ATTRIBUTES

POWER	INTELLIGENCE ●●●●	STRENGTH ●●●●	PRESENCE ●●●●
FINESSE	WITS ●●●●	DEXTERITY ●●●●	MANIPULATION ●●●●
RESISTANCE	RESOLVE ●●●●	STAMINA ●●●●	COMPOSURE ●●●●

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

CONDITIONS

ASPIRATIONS

HEALTH

00000000000000
□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

COVER

000000000000

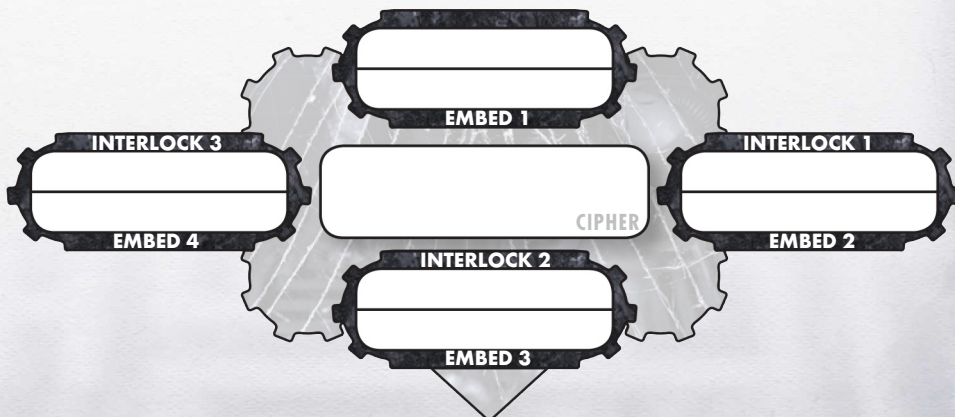
PRIMUM

000000000000

AETHER

□□□□□□□□□□
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Size: _____ Speed: _____
Defense: _____ Armor: _____
Initiative Mod: _____
Beats: □ □ □ □ □
Experiences: _____
Cover Beats: □ □ □ □ □
Cover Experiences: _____



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

FINAL TRUTH

GUARDIANS

OTHER MERTS

<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000
<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000
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<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000

DEMONIC FORM

EMBEDS

EXPLOITS

INTERLOCKS

Interlock 1: _____ Dice Pool: _____ Cost: _____
 Description: _____

Interlock 2: _____ Dice Pool: _____ Cost: _____
 Description: _____

Interlock 3: _____ Dice Pool: _____ Cost: _____
 Description: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Init.	Strength	Size

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

GUARDIANS

GLITCHES

PACTS

EQUIPMENT

Name	Durability	Structure	Size	Cost	Notes

Vehicle	Durability	Structure	Size	Acceleration	Safe Speed	Max Speed	Handling

BOLTHOLE

LOCATION

DESCRIPTION

GUARDIANS

EXPANDED MERITS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINER

OTHER (_____)

OTHER (_____)

HISTORY

GUARDIANS

COVERS

Name: _____	COVER RATING	MERITS
Age: _____	0000000000	<input type="checkbox"/> _____ 00000
Appearance: _____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
Notes: _____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000

Name: _____	COVER RATING	MERITS
Age: _____	0000000000	<input type="checkbox"/> _____ 00000
Appearance: _____		<input type="checkbox"/> _____ 00000
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Notes: _____		<input type="checkbox"/> _____ 00000
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Name: _____	COVER RATING	MERITS
Age: _____	0000000000	<input type="checkbox"/> _____ 00000
Appearance: _____		<input type="checkbox"/> _____ 00000
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Notes: _____		<input type="checkbox"/> _____ 00000
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Name: _____	COVER RATING	MERITS
Age: _____	0000000000	<input type="checkbox"/> _____ 00000
Appearance: _____		<input type="checkbox"/> _____ 00000
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