

Furies

Name: _____
 Geist: _____ Concept: _____
 Burden: _____ Chronicle: _____
 Root: _____ Bloom: _____
 Krewe: _____

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

MERITS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

KEYS

- _____
- _____
- _____
- _____
- _____

HAUNTS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

HEALTH

000000000000
 □□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

PLASM

□□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□

SYNERGY

- 10 _____ 0
- 9 _____ 0
- 8 _____ 0
- 7 _____ 0
- 6 _____ 0
- 5 _____ 0
- 4 _____ 0
- 3 _____ 0
- 2 _____ 0
- 1 _____ 0

REMEMBERANCE TRAITS

- _____
- _____

ASPIRATIONS

- _____
- _____
- _____

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

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

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

Furies

Other Traits

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

Mementos

Name: _____
Key: _____
Description: _____

Name: _____
Key: _____
Description: _____

Effect: _____

Effect: _____

Name: _____
Key: _____
Description: _____

Name: _____
Key: _____
Description: _____

Effect: _____

Effect: _____

Name: _____
Key: _____
Description: _____

Name: _____
Key: _____
Description: _____

Effect: _____

Effect: _____

Ceremonies

Name	Rating	Dice Pool	Book/Page
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Furies

Safe Places

Location	Description

Expanded Merits

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINER

OTHER ()

OTHER ()

Equipment

Item	Durability	Structure	Size	Cost

Combat

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size

