

THE SPELLBOUND

NAME:

NATURE:

FACTION:

PLAYER:

DEMEANOR:

TYPE:

CHRONICLE:

CONCEPT:

CABAL:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

SOCIAL

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

MENTAL

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Intuition _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000
 _____ 00000

SKILLS

Animal Ken _____ 00000
 Crafts _____ 00000
 Demolitions _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 _____ 00000

KNOWLEDGES

Academics _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Research _____ 00000
 Science _____ 00000
 Technology _____ 00000
 _____ 00000

ADVANTAGES

MAGICAL ARTS

Elements _____ 00000
 Fortune _____ 00000
 Foundation _____ 00000
 Secrets of the Body _____ 00000
 Secrets of the Mind _____ 00000
 Spacetime _____ 00000
 Spiritualism _____ 00000

FOCI

SPELLS

ENHANCEMENT'S

	POWER	SPEED	ENDURANCE
1	0	1 0	1 0
2	0	2 0	2 0
3	0	3 0	3 0
4	0	4 0	4 0
5	0	5 0	5 0
6	0	6 0	6 0
7	0	7 0	7 0
8	0	8 0	8 0
9	0	9 0	9 0
100		100	100

BACKGROUNDS

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

QUINT'ESSENCE

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WILLPOWER

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EXPERIENCE

HEALTH

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated