

THE CHEIRON GROUP

THE FIELD PROJECTS DIVISION

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Profession:
Division:
Cell:

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

ASPIRATIONS

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

CONDITIONS

- _____
- _____
- _____
- _____
- _____

TOUCHSTONES

- _____
- _____
- _____
- _____
- _____
- _____
- _____

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

Risked:

INTEGRITY

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

Size: _____ Speed: _____

Defense: _____ Armor: _____

Initiative Mod: _____

Experience: _____

Beats:

Group Beats:

THE CODE

- _____
- _____
- _____
- _____
- _____
- _____
- _____

