

# Eden Covenant

Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Profession:  
 Sect:  
 Cell:

## ATTRIBUTES

<b>POWER</b>	Intelligence	00000	Strength	00000	Presence	00000
<b>FINESSE</b>	Wits	00000	Dexterity	00000	Manipulation	00000
<b>RESISTANCE</b>	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

### 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

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • 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 • Starting Integrity = 7

# Eden Covenant

## ENDOWMENTS

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

## TACTICS

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Name: \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Name: \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
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Name: \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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 Dice Pool: \_\_\_\_\_  
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Name: \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Name: \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT

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Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

**Armor**

Rating: \_\_\_\_\_  
 Strength: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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# Eden Covenant

## EXPANDED MERITS

ALLIES

MENTOR

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ALTERNATE IDENTITY

RESOURCES

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CONTACTS

STATUS

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FAME

OTHER ( \_\_\_\_\_ )

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## EQUIPMENT

Name

Durability

Structure

Size

Cost

Notes

Name	Durability	Structure	Size	Cost	Notes
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## SAFEHOUSE

LOCATION

DESCRIPTION

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# Eden Covenant

## HISTORY

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## GOALS

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## DESCRIPTION

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Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

Distinguishing Characteristics: \_\_\_\_\_

## VISUALS

CELL CHART

CHARACTER SKETCH

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