

GODS & MONSTERS

Name:
Chronicle:

Nature:
Demeanor:

Type:
Concept:

Attributes

Physical	Social	Mental
Strength___0000000000	Charisma___0000000000	Perception___0000000000
Dexterity___0000000000	Manipulation_0000000000	Intelligence_0000000000
Stamina___0000000000	Appearance_0000000000	Wits_____0000000000

Abilities

Talents	Skills	Knowledges
Alertness___0000000000	Crafts_____0000000000	Academics___0000000000
Art_____0000000000	Drive_____0000000000	Computer___0000000000
Athletics___0000000000	Etiquette___0000000000	Cosmology___0000000000
Awareness___0000000000	Firearms___0000000000	Enigmas_____0000000000
Brawl_____0000000000	Martial Arts_0000000000	Esoterica___0000000000
Empathy___0000000000	Meditation_0000000000	Investigation_0000000000
Expression_0000000000	Melee_____0000000000	Law_____0000000000
Intimidation_0000000000	Research___0000000000	Medicine___0000000000
Leadership_0000000000	Stealth___0000000000	Occult_____0000000000
Streetwise_0000000000	Survival___0000000000	Politics___0000000000
Subterfuge_0000000000	Technology_0000000000	Science___0000000000
_____0000000000	_____0000000000	_____0000000000

Advantages

Charms	Special Advantages	Backgrounds
_____	_____	_____0000000000
_____	_____	_____0000000000
_____	_____	_____0000000000
_____	_____	_____0000000000
_____	_____	_____0000000000
_____	_____	_____0000000000

Arete
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Rage
O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □

Gnosis
O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □

Willpower
O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □

Paradox
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Essence
□ □ □ □ □ □ □ □ □ □
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Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Experience

GODS & MONSTERS

Other Traits

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

Charms

Special Advantages

Gifts

Merits & Flaws

Merit	Cost	Flaw	Bonus
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

History

Description

Special Rules

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____