

CURSEBORNE

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

FAMILY:
LINEAGE:
ROLE:

ATTRIBUTES

POWER
FINESSE
RESISTANCE

Intelligence 00000
Wits 00000
Resolve 00000

Strength 00000
Dexterity 00000
Stamina 00000

Presence 00000
Manipulation 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

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

OTHER TRAITS

MERITS

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

BONDS

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

DAMNATION

INHERITANCE

HEALTH

00000000000000000000
□□□□□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

ENTANGLEMENT

000000000000

CURSE POOL

□□□□□□□□□□
□□□□□□□□□□

GOALS

STATUS EFFECTS

TORMENTS

ACCURSED

PERSONAL

CURSEBORNE

SPELLS

Name: _____ Page: _____
Cost: _____
Attunements: _____
Effect: _____
Advances: _____

Name: _____ Page: _____
Cost: _____
Attunements: _____
Effect: _____
Advances: _____

Name: _____ Page: _____
Cost: _____
Attunements: _____
Effect: _____
Advances: _____

Name: _____ Page: _____
Cost: _____
Attunements: _____
Effect: _____
Advances: _____

Name: _____ Page: _____
Cost: _____
Attunements: _____
Effect: _____
Advances: _____

Name: _____ Page: _____
Cost: _____
Attunements: _____
Effect: _____
Advances: _____

Name: _____ Page: _____
Cost: _____
Attunements: _____
Effect: _____
Advances: _____

Name: _____ Page: _____
Cost: _____
Attunements: _____
Effect: _____
Advances: _____

EQUIPMENT

EQUIPMENT

DURABILITY

STRUCTURE

SIZE

COST

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

COMBAT

WEAPON/ATTACK

DAMAGE

RANGE

CLIP

INITIATIVE

STRENGTH

SIZE

_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____