

PROXIMI

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Dynasty:
Heritage Path:
Group:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

OTHER TRAITS

MENTAL

Rote Skill
(-3 unskilled)

<input type="checkbox"/> Academics	00000
<input type="checkbox"/> Computer	00000
<input type="checkbox"/> Crafts	00000
<input type="checkbox"/> Investigation	00000
<input type="checkbox"/> Medicine	00000
<input type="checkbox"/> Occult	00000
<input type="checkbox"/> Politics	00000
<input type="checkbox"/> Science	00000

BLESSINGS

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

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

MANA

□□□□□

PHYSICAL

Rote Skill
(-1 unskilled)

<input type="checkbox"/> Athletics	00000
<input type="checkbox"/> Brawl	00000
<input type="checkbox"/> Drive	00000
<input type="checkbox"/> Firearms	00000
<input type="checkbox"/> Larceny	00000
<input type="checkbox"/> Stealth	00000
<input type="checkbox"/> Survival	00000
<input type="checkbox"/> Weaponry	00000

MERITS

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

WISDOM

000000000000

CONDITIONS

SOCIAL

Rote Skill
(-1 unskilled)

<input type="checkbox"/> Animal Ken	00000
<input type="checkbox"/> Empathy	00000
<input type="checkbox"/> Expression	00000
<input type="checkbox"/> Intimidation	00000
<input type="checkbox"/> Persuasion	00000
<input type="checkbox"/> Socialize	00000
<input type="checkbox"/> Streetwise	00000
<input type="checkbox"/> Subterfuge	00000

ASPIRATIONS

CURSE

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Beats: □ □ □ □ □
Experience: _____

Basic: Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Sleepwalker & Proximus Merits Free • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Blessings 6
Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure
• Speed = Strength + Dexterity + 5 • Starting Morality = 7
Illuminated: Attributes 8/6/4 • Skills 13/9/5 (+3 Specialties) • Merits 7(+ additional 5 for conspiracy related merits) • Morality = 5