

# TRIF - MARIAMI

## "FATHER OF WOLFS"

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Decree:  
Judge:  
Cult:

### ATTRIBUTES

<b>POWER</b>	<input type="checkbox"/> Intelligence	00000	<input type="checkbox"/> Strength	00000	<input type="checkbox"/> Presence	00000
<b>FINESSE</b>	<input type="checkbox"/> Wits	00000	<input type="checkbox"/> Dexterity	00000	<input type="checkbox"/> Manipulation	00000
<b>RESISTANCE</b>	<input type="checkbox"/> Resolve	00000	<input type="checkbox"/> Stamina	00000	<input type="checkbox"/> Composure	00000

### SKILLS

#### MENTAL

(-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

#### PHYSICAL

(-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

#### SOCIAL

(-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

### OTHER TRAITS

#### MERITS

<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000

#### FLAWS

_____
_____
_____

#### PILLARS

Ab	00000
Ba	00000
Ha	00000
Ren	00000
Sheut	00000

#### AFFINITIES

_____
_____
_____
_____
_____
_____

#### HEALTH

00000000000000
□□□□□□□□□□□□

#### WILLPOWER

000000000000
□□□□□□□□□□□□

#### SEKHEM

000000000000
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#### MEMORY

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:	_____		

#### UTTERANCES

_____
_____
_____
_____
_____
_____

Attributes 5/4/3 · Skills 11/7/4 (3 Specialties) · Judge (record Affinity) · Guild (record Affinity) · Pillars 9 dots · Health = Sta + Size · Willpower = Resolve + Composure · Defense = lowest of Dex or Wits · Memory = 3 Initiative Mod = Dex + Composure · Speed = Str + Dex + 5