

TRIF - MARIAMI

"FATHER OF WOLFS"

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Decree:
Judge:
Cult:

ATTRIBUTES

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

SKILLS

OTHER TRAITS

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

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

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

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"FATHER OF WOLFS"

OTHER TRAITS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

KEY MEMORIES

VESSELS

Name: _____
 Type: _____
 Dice Pool: _____
 Description: _____

Name: _____
 Type: _____
 Dice Pool: _____
 Description: _____

Name: _____
 Type: _____
 Dice Pool: _____
 Description: _____

DESCRIPTION

Hair: _____ Height: _____
 Eyes: _____ Weight: _____
 Sex: _____ Race: _____

EQUIPMENT

Item	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

COMBAT

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

CULT

TOMB
