

# PROMETHEAN

Nature:

Demeanor:

Concept:

Throng:

## ATTRIBUTES

## PHYSICAL

Strength  ●○○○○

Dexterity  ●○○○○

Stamina  ●○○○○

## SOCIAL

Charisma\_\_\_\_\_●○○○○  
Manipulation\_\_\_\_\_●○○○○  
Appearance\_\_\_\_\_●○○○○

## MENTAL

|              |   |   |   |   |   |
|--------------|---|---|---|---|---|
| Perception   | ● | 0 | 0 | 0 | 0 |
| Intelligence | ● | 0 | 0 | 0 | 0 |
| Wits         | ● | 0 | 0 | 0 | 0 |

## ABILITIES

## TALENTS

|              |       |
|--------------|-------|
| Alertness    | 00000 |
| Athletics    | 00000 |
| Awareness    | 00000 |
| Brawl        | 00000 |
| Empathy      | 00000 |
| Expression   | 00000 |
| Intimidation | 00000 |
| Leadership   | 00000 |
| Streetwise   | 00000 |
| Subterfuge   | 00000 |
|              | 00000 |

## SKILLS

|             |       |
|-------------|-------|
| Animal Ken  | 00000 |
| Crafts      | 00000 |
| Drive       | 00000 |
| Etiquette   | 00000 |
| Firearms    | 00000 |
| Larceny     | 00000 |
| Melee       | 00000 |
| Performance | 00000 |
| Stealth     | 00000 |
| Survival    | 00000 |
|             | 00000 |

## KNOWLEDGES

|               |       |
|---------------|-------|
| Academics     | 00000 |
| Computer      | 00000 |
| Finance       | 00000 |
| Investigation | 00000 |
| Law           | 00000 |
| Medicine      | 00000 |
| Occult        | 00000 |
| Politics      | 00000 |
| Science       | 00000 |
| Technology    | 00000 |
|               | 00000 |

## ADVANTAGES

## BACKGROUNDS

|  |       |
|--|-------|
|  | 00000 |
|  | 00000 |
|  | 00000 |
|  | 00000 |
|  | 00000 |

## BESTOWMENT

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## OTHER TRAITS

[illegible]

# HUMANITY

[illegible]

# AZOTH

|   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|---|---|---|---|---|---|---|---|---|

# WILLPOWER

A diagram showing a sequence of 10 boxes, each containing a '0' above an empty square, representing a vector of zeros.

# PYROS

## 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

# PROMETHEAN

## THE CREATED

# ATHANOR

## REAGENT

[illegible]

## TRAIT AFFINITIES

# PROMETHEAN BOON

## REDEEMED BOON

## DERANGEMENTS

# VITRIOL

# TRANSMUTATIONS

[illegible]

# EQUIPMENT

| Item | Durability | Structure | Size | Cost |
|------|------------|-----------|------|------|
|      |            |           |      |      |
|      |            |           |      |      |
|      |            |           |      |      |
|      |            |           |      |      |
|      |            |           |      |      |

# COMBAT

| Weapon/Attack | Dice Mod. | Range | Clip | Size |
|---------------|-----------|-------|------|------|
|               |           |       |      |      |
|               |           |       |      |      |
|               |           |       |      |      |
|               |           |       |      |      |

# PROMETHEAN

THE CREATED

## OTHER TRAITS

|       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |

## EXPANDED BACKGROUNDS

### ALLIES

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### REPUTE

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### CONTACTS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### RESIDUAL MEMORY

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### LANGUAGE

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### RESOURCES

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### MENTOR

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### OTHER(\_\_\_\_\_)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## POSSESSIONS

### GEAR(CARRIED)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### EQUIPMENT(OWNED)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### VEHICLE

### Durability

### Structure

### Size

### Acceleration

### Safe Speed

### Max Speed

### Handling

|       |       |       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
|-------|-------|-------|-------|-------|-------|-------|-------|

## LAIR

### LOCATION

### DESCRIPTION

|       |       |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

# PROMETHEAN

## THE CREATED

## HISTORY

(REMEMBERED OR CURRENT)

[illegible]

## DESCRIPTION

Apparent Age: \_\_\_\_\_

Date of Creation:\_\_\_\_\_

hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality?: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

Distinguishing features:\_\_\_\_\_

[illegible]

## VISUALS

## THRONG CHART

## CHARACTER SKETCH

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