



# THE NETJER



Name \_\_\_\_\_ Patron \_\_\_\_\_ Scion Type \_\_\_\_\_

Player \_\_\_\_\_ Concept \_\_\_\_\_ Chronicle \_\_\_\_\_

## SKILLS

<input type="checkbox"/> Academics _____	00000	<input type="checkbox"/> Medicine _____	00000
<input type="checkbox"/> Athletics _____	00000	<input type="checkbox"/> Occult _____	00000
<input type="checkbox"/> Close Combat _____	00000	<input type="checkbox"/> Persuasion _____	00000
<input type="checkbox"/> Culture _____	00000	<input type="checkbox"/> Pilot _____	00000
<input type="checkbox"/> Empathy _____	00000	<input type="checkbox"/> Science _____	00000
<input type="checkbox"/> Firearms _____	00000	<input type="checkbox"/> Subterfuge _____	00000
<input type="checkbox"/> Integrity _____	00000	<input type="checkbox"/> Survival _____	00000
<input type="checkbox"/> Leadership _____	00000	<input type="checkbox"/> Technology _____	00000

## ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect _____ 00000	Might _____ 00000	Presence _____ 00000
FINESSE	Cunning _____ 00000	Dexterity _____ 00000	Manipulation _____ 00000
RESILIENCE	Resolve _____ 00000	Stamina _____ 00000	Composure _____ 00000

### PATHS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### DEEDS

Short \_\_\_\_\_

Long \_\_\_\_\_

Band \_\_\_\_\_

### BIRTHRIGHTS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### VIRTUE

\_\_\_\_\_ 00000 \_\_\_\_\_

Legendary Title: \_\_\_\_\_

### KNACKS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### CONTACTS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### CALLINGS

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

### MOMENTUM

□□□□□□□□□□□□

### HEALTH

Bruised \_\_\_\_\_ +1d

Bruised \_\_\_\_\_ +1d

Bruised \_\_\_\_\_ +1d

Injured \_\_\_\_\_ +2d

Maimed \_\_\_\_\_ +4d

### BOONS/PURVIEWS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### DIVINITY DICE

□□□□□□□□□□□□

### LEGEND

0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □

Taken Out \_\_\_\_\_

Movement Dice: \_\_\_\_\_

Defense Roll: \_\_\_\_\_

Experience: \_\_\_\_\_