THE APU

Name _____ Patron _____ Scion Type _____

Player _____ Concept _____ Chronicle _____

SKILLS

- ☐ Academics _____ OOOOO
- ☐ Athletics _____ OOOOO
- ☐ Close Combat _____ OOOOO
- ☐ Culture _____ OOOOO
- ☐ Empathy _____ OOOOO
- ☐ Firearms _____ OOOOO
- ☐ Integrity _____ OOOOO
- ☐ Leadership _____ OOOOO
- ☐ Medicine _____ OOOOO
- ☐ Occult _____ OOOOO
- ☐ Persuasion _____ OOOOO
- ☐ Pilot _____ OOOOO
- ☐ Science _____ OOOOO
- ☐ Subterfuge _____ OOOOO
- ☐ Survival _____ OOOOO
- ☐ Technology _____ OOOOO

ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect ●OOOO	Might ●OOOO	Presence ●OOOO
FINESSE	Cunning ●OOOO	Dexterity ●OOOO	Manipulation ●OOOO
RESILIENCE	Resolve ●OOOO	Stamina ●OOOO	Composure ●OOOO

PATHS

_____ ☐
_____ ☐
_____ ☐
_____ ☐

BIRTHRIGHTS

_____
_____
_____

Legendary Title: _____ ☐

MAIN CONTACT

_____
_____
_____

DEEDS

Short _____ ☐
Long _____ ☐
Band _____ ☐

VIRTUE

_____ OOOOO _____

KNACKS

_____
_____
_____
_____
_____
_____
_____

CALLINGS

_____ OOOOO
_____ OOOOO
_____ OOOOO

BOONS/PURVIEWS

_____
_____
_____
_____

MOMENTUM

☐☐☐☐☐☐☐☐☐☐☐☐

DIVINITY DICE

☐☐☐☐☐☐☐☐☐☐☐☐

LEGEND

●●●● OOOO

☐☐☐☐☐☐☐☐

HEALTH

- ☐ Bruised _____ +1d ☐
- ☐ Bruised _____ +1d ☐
- ☐ Bruised _____ +1d ☐
- ☐ Injured _____ +2d ☐
- ☐ Maimed _____ +4d ☐

Taken Out

Movement Dice: _____

Defense Roll: _____

Experience: _____

c – Complication, d – Difficulty, e – Enhancement

THE APU

CONTACTS

KNACKS

WEAPONS & ARMOR

Name	Tags

EQUIPMENT

EXPERIENCE

Total: _____ Total Spent: _____

Spent On: _____