



THE BALAHALA

Name _____ Mantle _____ 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/CONTACTS

Origin: _____
 Skills: _____
 Contacts: _____

Role: _____
 Skills: _____
 Contacts: _____

Pantheon: _____
 Skills: _____
 Contacts: _____

DEEDS

Short _____
 Long _____
 Band _____

VIRTUE

_____ 00000 _____

EQUIPMENT

Item	Tags
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

LEGEND

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MOMENTUM

□□□□□□□□□□

HEALTH

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

CALLINGS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

DIVINITY DICE

□□□□□□□□□□

EXPERIENCE

Total: _____ Spent: _____ Remaining: _____

Taken Out
 Movement Dice: _____
 Defense Roll: _____

