



THE TEŌTL



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

000000000000
 □□□□□□□□□□

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: _____



THE TEŌTL

HISTORY

DESCRIPTION

Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Pronoun: _____

REALM

Realm Condition	Effect	Owner	Invested Trait	Duration
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Axes Mundi/Connections: _____

Problem	Rating	Type	Consequences	Duration
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____