



# THE TEOTL



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

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ ☐

## BIRTHRIGHTS

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

Legendary Title: \_\_\_\_\_ ☐

## CONTACTS

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

## DEEDS

Short \_\_\_\_\_ ☐  
Long \_\_\_\_\_ ☐  
Band \_\_\_\_\_ ☐

## VIRTUE

00000 \_\_\_\_\_

## KNACKS

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

## LEGEND

0 0 0 0  
☐ ☐ ☐ ☐

## MOMENTUM

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## HEALTH

☐ Bruised \_\_\_\_\_ +1d ☐  
☐ Bruised \_\_\_\_\_ +1d ☐  
☐ Bruised \_\_\_\_\_ +1d ☐  
☐ Injured \_\_\_\_\_ +2d ☐  
☐ Maimed \_\_\_\_\_ +4d ☐

## CALLINGS

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

## BOONS/PURVIEWS

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

Taken Out \_\_\_\_\_  
Movement Dice: \_\_\_\_\_  
Defense Roll: \_\_\_\_\_  
Experience: \_\_\_\_\_