



# THE BALAHALA

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 |
| RESISTANCE | Resolve _____ 00000   | Stamina _____ 00000   | Composure _____ 00000    |

## PATHS

- \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
  - \_\_\_\_\_
- Effects: \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## DEEDS

- Short \_\_\_\_\_
- Long \_\_\_\_\_
- Band \_\_\_\_\_

## VIRTUE

00000 \_\_\_\_\_

## KNACKS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## CONTACTS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## CALLING

\_\_\_\_\_ 00000

## MOMENTUM

□□□□□□□□□□

## HEALTH

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

## NOTES

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

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

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

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

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

c - Complication, d - Difficulty, e - Enhancement

