



THE KAMI



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: _____

