



THE NETJER



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: _____

