

NAME:PLAYER:		CONCEPT:			CARNATION: ENDA:	
CHRONICLE:					TALYST:	
		מידים	RIBUTES			
POWER	INTELLIGENC	E 0 0 0 0 0		DECAUTION OF THE	PRESENCE	
FINESSE		••••	DEXTERITY		The same of the sa	0000
RESISTANCE	RESOLVE	Appendix of the second	STAMINA			00000
			SELECTION OF SELECTION			
SKILL	S		OT	HER ME	RITS	
MENTAI		1	MERITS	_ , , , ,	HEALTH	
(-3 UNSKILL	ED)			00000		
☐ Academics	00000			00000	WILLPOWER	
☐ Computer	00000			00000		200
☐ Crafts	00000			00000		
☐ Investigation				00000	COVER	0.00
☐ Medicine				00000	PRIMIUM	
Occult		<u></u>		00000	0000000	000
☐ Politics				00000	AETHER	
☐ Science	00000			00000		
PHYSICA		Size				
(-1 UNSKILL	ÆD)	Speed			CONDITION	5
☐ Athletics	00000	Defense				
□ Brawl	00000					
☐ Drive		Initiative Mod_				
☐ Firearms		Beats □□□□□	Cover Beats 🗆		ASPIRATION	IS
☐ Larceny		Experiences		_		
Stealth		Cover Experien	ces			
Survival				<u>-</u>		
☐ Weaponry	00000					
SOCIAI (-1 UNSKILI			~~		The	
☐ Animal Ken			5/ /	PARDED -		
□ Empathy	00000	INTERLOCK	3	EMBED 1	INTERL	OCK 1
☐ Expression		1	R			R
☐ Intimidation					CIPHER	
☐ Persuasion	00000	EMBED 4	5//	INTERLOCK		ED 2
☐ Socialize	00000					
☐ Streetwise	00000		Land .			
☐ Subterfuge	00000			EMBED 3		
Attributes 5/4/3 • Skills 11/7/4 Merits 7 • Health = Stam Willpower = Resolve + C Size = 5 for adult humans • Sta Defense = Lower of Dexterity of Initiative Mod = Dexterity + Speed = Strength + De	ina + Size • Composure • arting Cover = 7 • or Wits + Athletics• - Composure •				F	INAL TRUTH

DEMONIC FORM	EMBEDS	EXPLOITS		
	- After the control of the state of the stat	& EQUIPMENT RANGE CLIP INIT ST	TR SIZE	
OTHER MERITS				
	EQUIPMENT DURABILI	TY STRUCTURE SIZE	COST	
	COVERS			
NAME:	COVER RATING	MERITS		
AGE:			00000	
APPEARANCE:			00000	
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NOTICE			00000	
NOTES:			00000	
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NAME:	COVER RATING	MERITS		
AGE:	000000000		00000	
APPEARANCE:			00000	
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