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Meapons Damage Ranges Clip/Ammo Strength Size Special											
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AR=Armor rating, which is the amount of lethal or aggravated damage armor can take before falling into ruin. Each point of lethal or better damage taken by a person is subtracted off the person's AR as well. Equipment Humanity	Weapons		Damage	Ran	ges	Clip/Ammo	Strength	Size		Special	
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AR=Armor rating, which is the amount of lethal or aggravated damage armor can take before falling into ruin. Each point of lethal or better damage taken by a person is subtracted off the person's AR as well. Equipment Humanity	Armor Tvi	ne	Pating	Strongth	Dofonso	Speed	Porce	ntion		Special/AP	
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Attributes 5/4/3 * Skills 11/7/4 (+3 specialties) * Merits 7 * (Buying the fifth dot in any area costs 2 points) * Health = Stamina + Size *
Willpower = Resolve + Composure * Size = 5 for adult humans * Defense = Lowest of Dexterity or Wits * Initiative Mod = Dexterity + Composure
Speed = Strength + Dexterity + 5 * Starting Humanity = 7 * Azoth 1 (increased with Merit pts) * Transmutation 3 (1pt must be Refinement affinity)
Pyros = Humanity * Lineage (record Lineage and Bestowments)

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