

PROMETHEAN

THE CREATED

Name:	Concept:	Lineage:
Player:	Virtue:	Refinement:
Chronicle:	Vice:	Throng:

ATTRIBUTES

POWER	Intelligence	●OOOO	Strength	●OOOO	Presence	●OOOO
FINESSE	Wits	●OOOO	Dexterity	●OOOO	Manipulation	●OOOO
RESISTANCE	Resolve	●OOOO	Stamina	●OOOO	Composure	●OOOO

SKILLS

MENTAL (-3 unskilled)

Academics.....	OOOOO
Computer.....	OOOOO
Crafts.....	OOOOO
Investigation.....	OOOOO
Medicine.....	OOOOO
Occult.....	OOOOO
Politics.....	OOOOO
Science.....	OOOOO

PHYSICAL (-1 unskilled)

Athletics.....	OOOOO
Brawl.....	OOOOO
Drive.....	OOOOO
Firearms.....	OOOOO
Larceny.....	OOOOO
Stealth.....	OOOOO
Survival.....	OOOOO
Weapons.....	OOOOO

SOCIAL (-1 unskilled)

Animal Ken.....	OOOOO
Empathy.....	OOOOO
Expression.....	OOOOO
Intimidation.....	OOOOO
Persuasion.....	OOOOO
Socialize.....	OOOOO
Streetwise.....	OOOOO
Subterfuge.....	OOOOO

OTHER TRAITS

MERITS

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FLAW

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DISQUIET

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HEALTH

0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0

WILLPOWER

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

PYROS

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

AZOTH

0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0

HUMANITY

10	O
9.	O
8.	O
7.	O
6.	O
5.	O
4.	O
3.	O
2.	O
1.	O

WEAPONS

Weapon	Dice Mod.	Range	Clip
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Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transformations 3 (1 dot must be Refinement affinity) • Merits 7 • Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 3 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity

OTHER TRAITS

MERITS

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_____ 00000
_____ 00000
_____ 00000

OTHER

_____ 00000
_____ 00000
_____ 00000
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BESTOWMENT(S)

NOTES

HISTORY

PRELUD E

GOALS

DESCRIPTION

Age: _____ Apparent Age: _____
Hair: _____ Height: _____
Eyes: _____ Weight: _____
Sex: _____ Race: _____

TRANSMUTATIONS