Character: _____	*Concept:* _____	*Nature:* _____
Culture: _____	*Ethos:* _____	*Demeanor:* _____
Race: _____	*Gender:* _____	*Chronicle:* _____
Career: _____	*Occupation:* _____	*Player:* _____

Primary Attributes

Physique ◆○○○○○	Presence ◆○○○○○	Intellect ◆○○○○○
Dexterity ◆○○○○○	Influence ◆○○○○○	Insight ◆○○○○○
Toughness ◆○○○○○	Fellowship ◆○○○○○	Determination ◆○○○○○

Derived Attributes

Init ☐ Move ☐ Soak ☐ Wounds ☐☐ Strain ☐☐ Defense ☐☐

Combat Skills

- Brawl [Phy] ▹☐☐☐☐☐
- Melee • Heavy [Phy] ▹☐☐☐☐☐
- Melee • Light [Dex] ▹☐☐☐☐☐
- Ranged [Dex] ▹☐☐☐☐☐

Magickal Skills

- M/S • Arcana ▹☐☐☐☐☐
- M/S • Divine ▹☐☐☐☐☐
- M/S • Primal ▹☐☐☐☐☐
- M/S • Runes ▹☐☐☐☐☐
- M/S • Verse ▹☐☐☐☐☐

Knowledge Skills

- K/S • Scholarship ▹☐☐☐☐☐
- K/S • Geography ▹☐☐☐☐☐
- K/S • History ▹☐☐☐☐☐
- K/S • Cities ▹☐☐☐☐☐
- K/S • Scriptures ▹☐☐☐☐☐
- K/S • Nature ▹☐☐☐☐☐
- K/S • Magick ▹☐☐☐☐☐
- K/S • Occult ▹☐☐☐☐☐
- K/S • Forbidden ▹☐☐☐☐☐

Social Skills

- Charm [Pre] ▹☐☐☐☐☐
- Coercion [Det] ▹☐☐☐☐☐
- Deception [Inf] ▹☐☐☐☐☐
- Leadership [Fel] ▹☐☐☐☐☐
- Negotiation [Inf] ▹☐☐☐☐☐

Common Skills

- Alchemy [Int] ▹☐☐☐☐☐
- Athletics [Phy] ▹☐☐☐☐☐
- Cool [Pre] ▹☐☐☐☐☐
- Coordination [Ref] ▹☐☐☐☐☐
- Discipline [Det] ▹☐☐☐☐☐
- Mechanics [Int] ▹☐☐☐☐☐
- Medicine [Int] ▹☐☐☐☐☐
- Operating [Ins] ▹☐☐☐☐☐
- Perception [Ins] ▹☐☐☐☐☐
- Resilience [Tou] ▹☐☐☐☐☐
- Riding [Dex] ▹☐☐☐☐☐
- Skulduggery [Inf] ▹☐☐☐☐☐
- Stealth [Dex] ▹☐☐☐☐☐
- Streetwise [Inf] ▹☐☐☐☐☐
- Survival [Ins] ▹☐☐☐☐☐
- Vigilance [Ins] ▹☐☐☐☐☐

Secondary Skills

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Backgrounds

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Merits

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Flaws

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Weaponry & Armory

Weapon	*Damage*	*Crit.*	*Range*	*Specs*	*Armor & Protection*	*Soak*	*MDef*	*RDef*

Miscellaneous

Start XP ☐ Earned ☐ Free XP ☐ Joss ☐ Jinx ☐

Attributes(6|4|2) x10; Skills x5/x4; Init = Dex+Ins; Move = Phy+Dex; Soak = Phy; WT = 10+Tou; ST = 10+Det

Studied Spell Formulae

Spell	*Skill*	*Type*	*Diff.*	*Range*	*Target/Area*	*Dur./Conc.*	*Specs*
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Notes