

This is a record of \_\_\_\_\_, born on \_\_\_\_\_ in the year of our Lord \_\_\_\_\_ to \_\_\_\_\_ in the city of \_\_\_\_\_.

**Bloodline:** \_\_\_\_\_

**Nature:** \_\_\_\_\_

**Background:** \_\_\_\_\_

## Status

Class ..... ☐ OOOOO

Means ..... ☐ OOOOO

## Potential

Purpose ..... ☐ OOOOO

Ether ..... ☐ OOOOO

Corruption ..... OOOOO

Integration \_\_\_\_\_

## Masteries & Trades

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## Blessings & Curses

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## Assets & Liabilities

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## Affinities

..... ☐ OOOOO

..... ☐ OOOOO

..... ☐ OOOOO

..... ☐ OOOOO

## Reputations

..... ☐ OOOOO

..... ☐ OOOOO

..... ☐ OOOOO

..... ☐ OOOOO

Grace ..... ● OOOOO

Vigor ..... ● OOOOO

Academics ..... OOOOO

Artisan ..... OOOOO

Athletics ..... OOOOO

Bureaucracy ..... OOOOO

Burglary ..... OOOOO

Command ..... OOOOO

Composure ..... OOOOO

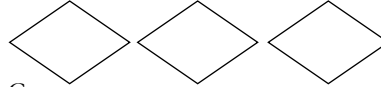
Engineering ..... OOOOO

Fencing ..... OOOOO

## Social Conflict

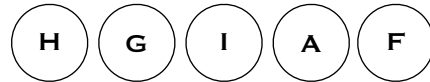
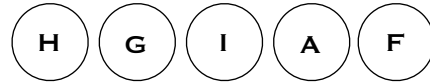
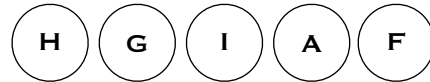
### Social Defense

(WILL + SKILL)

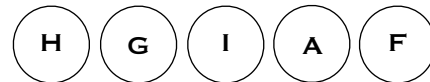


Skill: Composure \_\_\_\_\_

## Dispositions



## Esteem



(GUARDED + CLASS/MEANS DIFF + BEST REP - WORST REP)

## Aptitudes

Reason ..... ● OOOOO

Focus ..... ● OOOOO

Firearms ..... OOOOO

Fisticuffs ..... OOOOO

Guile ..... OOOOO

Intuition ..... OOOOO

Investigation ..... OOOOO

Medicine ..... OOOOO

Melee ..... OOOOO

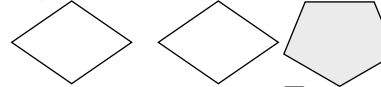
Mysteries ..... OOOOO

Parley ..... OOOOO

## Physical Conflict

### Physical Defense

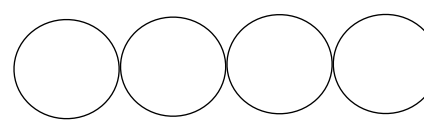
(VIGOR + SKILL)



Skill: Athletics \_\_\_\_\_ **Armor**

## Guard

½ (GRACE + FOCUS)



## Wounds



Penalties ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## Lingering Conditions

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Presence ..... ● OOOOO

Will ..... ● OOOOO

Profession ..... OOOOO

Refinement ..... OOOOO

Riding ..... OOOOO

Science ..... OOOOO

Streetwise ..... OOOOO

Stealth ..... OOOOO

Survival ..... OOOOO

Tactics ..... OOOOO

Temptation ..... OOOOO

## Accoutrements

### Funds

\_\_\_ £ \_\_\_ s \_\_\_ d (1/20/240)

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## Weapons

Weapon      Dmg   Reach   Condition

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## Gear

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