

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

Blessings & Curses

Assets & Liabilities

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

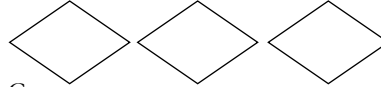
Engineering OOOOO

Fencing OOOOO

Social Conflict

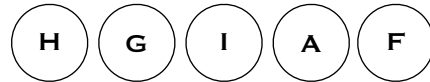
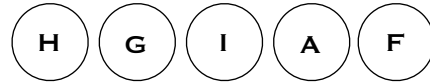
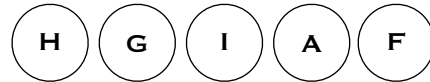
Social Defense

(WILL + SKILL)

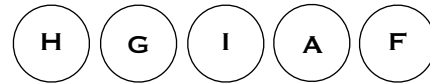


Skill: Composure _____

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

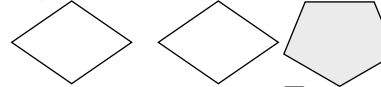
Mysteries OOOOO

Parley OOOOO

Physical Conflict

Physical Defense

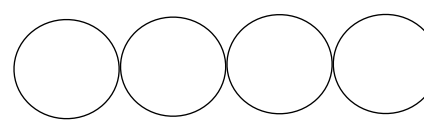
(VIGOR + SKILL)



Skill: Athletics _____ **Armor**

Guard

½ (GRACE + FOCUS)



Wounds



Penalties ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Lingering Conditions

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)

Weapons

Weapon Dmg Reach Condition

Gear
