

Name _____
Age _____
Height/Weight _____
Hair/Eye/Skin _____



Player Name _____
Campaign _____
Group _____
Antagonist _____

Race _____
Exaltation _____
Current Class _____
Build Name _____

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

Backgrounds
VIPatron
Level
Banked XP
Total XP

Characteristics

Intelligence	0 0 0 0 0 0	Strength	0 0 0 0 0 0	Charisma	0 0 0 0 0 0
Wisdom	0 0 0 0 0 0	Dexterity	0 0 0 0 0 0	Fellowship	0 0 0 0 0 0
Willpower	0 0 0 0 0 0	Constitution	0 0 0 0 0 0	Composure	0 0 0 0 0 0

Academic Lore *	0 0 0 0 0 0	Mental	Acrobatics *	0 0 0 0 0 0	Physical	Animal Ken	0 0 0 0 0 0	Social
Arcana *	0 0 0 0 0 0		Athletics	0 0 0 0 0 0		Charm	0 0 0 0 0 0	
Common Lore *	0 0 0 0 0 0		Ballistics	0 0 0 0 0 0		Command	0 0 0 0 0 0	
Crafts	0 0 0 0 0 0		Brawl	0 0 0 0 0 0		Deceive	0 0 0 0 0 0	
Forbidden Lore *	0 0 0 0 0 0		Drive	0 0 0 0 0 0		Disguise	0 0 0 0 0 0	
Medicae *	0 0 0 0 0 0		Larceny	0 0 0 0 0 0		Intimidation	0 0 0 0 0 0	
Perception	0 0 0 0 0 0		Pilot *	0 0 0 0 0 0		Performer	0 0 0 0 0 0	
Politics *	0 0 0 0 0 0		Stealth	0 0 0 0 0 0		Persuasion	0 0 0 0 0 0	
Tech-Use *	0 0 0 0 0 0		Weaponry	0 0 0 0 0 0		Scrutiny	0 0 0 0 0 0	

Power Stat	Resource Stat	Devotion
0 0 0 0 0 0	0 0	0 0

Feats	Defenses	Weapons
	Hero Points _____ Static Def. $(10 + \text{dex} + \text{wis}) - (2 \times \text{size})$ Mental Def. $(5 + [5 \times \text{comp}])$ Resolve $(\text{will} + \text{comp})$ Speed $(\text{str} + \text{dex})$ Init $(\text{dex} + \text{comp})$	
	Mortality	
	Size _____ Hit Points $2 \times (\text{con} + \text{will})$ Armor _____ L. Leg (1) _____ R. Leg (2) _____ Body (3-6) _____ Gizzards (7) _____ L. Arm (8) _____ R. Arm (9) _____ Head (10) _____	Dmg Pen RoF Clip Spcl Dmg Pen RoF Clip Spcl Dmg Pen Spcl Dmg Pen Spcl



