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|  | | | | **PLAYER**: | | | | | |  | | | | | | | | | | | | | | | | |
| **CHARACTER:** | | | | | |  | | | | | | | | | | | | | | | | |
| **Species:** | | | |  | | | | | | | | | **Age:** | | | |  | | | | | |
| **Ethnicity:** | | | |  | | | | **Sex:** | |  | | | **Height:** | | | |  | | **Weight:** | | |  |
| **Hair:** | | |  | | | | | **Eyes:** | |  | | | **Build:** | | | |  | | | | | |
| **Homeland:** | | | |  | | | | | | | | **Group:** | | | | |  | | | | | |
| **Concept:** | | | |  | | | | | | | | **Affiliation:** | | | | |  | | | | | |
| **Profession:** | | | |  | | | | | | | | **Allegiance:** | | | | |  | | | | | |
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| **A T T R I B U T E S** | | | | | | | | | | | | | | | | | | | | | | | | | | |
|  | **M E N T A L** | | | | | | | | **P H Y S I C A L** | | | | | | | | | **S O C I A L** | | | | | | | | |
| **POWER** | **Intelligence** | | ●⭘⭘⭘⭘ | | | | | | **Strength** | | | | ●⭘⭘⭘⭘ | | | | | **Presence** | | | | | | ●⭘⭘⭘⭘ | | |
| **FINESSE** | **Wits** | | ●⭘⭘⭘⭘ | | | | | | **Dexterity** | | | | ●⭘⭘⭘⭘ | | | | | **Manipulation** | | | | | | ●⭘⭘⭘⭘ | | |
| **RESISTANCE** | **Resolve** | | ●⭘⭘⭘⭘ | | | | | | **Stamina** | | | | ●⭘⭘⭘⭘ | | | | | **Composure** | | | | | | ●⭘⭘⭘⭘ | | |
| **S K I L L S** | | | | | **O T H E R T R A I T S** | | | | | | | | | | | | | | | | | | | | | |
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| **M E N T A L**  **(-3 Unskilled)** | | | | |  | **M E R I T S** | | | | | | | | |  | **H E A L T H** | | | | | | | | | | |
|  | | | | | ⭘⭘⭘⭘⭘ | | | | ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘  🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 | | | | | | | | | | |
| **Academics** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |
| **Crafts** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |  | | | | | | | | | | |
| **Investigation** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **H E A L I N G T I M E S** | | | | | | | | | | |
| **Medicine** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **Bashing** | | | | **Lethal** | | | | | **Aggravated** | |
| **Occult** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |  | | | |  | | | | |  | |
| **Politics** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |  | | | | | | | | | | |
| **Religion** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **W I L L P O W E R** | | | | | | | | | | |
| **Warfare** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘  🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏  🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 | | | | | | | | | | |
| **P H Y S I C A L**  **(-1 Unskilled)** | | | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |
| **O T H E R T R A I T S** | | | | | | | | |
| **Archery** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **O T H E R T R A I T S** | | | | | | | | | | |
| **Athletics** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘  🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏  🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 | | | | | | | | | | |
| **Brawl** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |
| **Larceny** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |
| **Ride** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **N O T E S** | | | | | | | | | | |
| **Stealth** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |  | | | | | | | | | | |
| **Survival** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |  | | | | | | | | | | |
| **Weaponry** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |  | | | | | | | | | | |
| **S O C I A L**  **(-1 Unskilled)** | | | | | **O T H E R T R A I T S** | | | | | | | | |  | | | | | | | | | | |
|  | | | | | ⭘⭘⭘⭘⭘ | | | | **E X P E R I E N C E** | | | | | | | | | | |
| **Animal Ken** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |  | | |  | | | | | | | |
| **Empathy** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |
| **Expression** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | |  | | | | | | | | | | |
| **Intimidation** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **Size:** | | | |  | |  |  | | | |
| **Persuasion** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **Speed:** | | | |  | |  |  | | | |
| **Socialize** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **Defense:** | | | |  | |  |  | | | |
| **Streetwise** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **Initiative:** | | | |  | |  |  | | | |
| **Subterfuge** | | ⭘⭘⭘⭘⭘ | | |  | | | | | ⭘⭘⭘⭘⭘ | | | | **Armor:** | | | |  | |  |  | | | |

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| **Character Creation & Experience Cost: Attributes** 5/4/3 **XP:** new dots X 5 \* **Skills** 11/7/4 **XP:** new dots X 3 \* **Specialties**: 3. **XP**: 3 points per. \* **Merits & Endowments** 7 **XP:** new dots X 2 \* (Buying the fifth dot in any area costs two points) \* **Health** = Stamina + Size \***Willpower** = Resolve + Composure **XP:** 8 points per. \* **Size** = 5 (for adult humans) \* **Defense** = Lowest of Dexterity or Wits \* **Initiative Mod** = Dexterity + Composure \* **Speed** = Strength + Dexterity + 5 (for adult humans). \* **Monsters: - *Qualities*:** 5/3/2/1 , ***Dread Powers***: 3 new dots X 5. \* **Sorcerers**: ***New******Mysteries***: 8 points per. ***Mysteries*** **XP**: new dots X 3 **Source** = Stamina + Resolve. |

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| **M E L E E W E A P O N R Y** | | | | | | | | | | | | | | | | | | | | | |  | **O T H E R T R A I T S** | | **O T H E R T R A I T S** | |
| **Weapon** | | | | | **Dmg** | | | | **Size** | | **Dur** | | | | **Notes** | | | | | | |  | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
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| **R A N G E D W E A P O N R Y** | | | | | | | | | | | | | | | | | | | | | | **C H A R A C T E R N O T E S** | | | |
| **Weapon** | | | **Dmg** | | | | **Rng** | | | | | **Cap** | | | | **Str** | | | **Size** | | |  | | | |
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| **A R M O R & P R O T E C T I O N** | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **Class** | | | | | | **Rating** | | | | **Str** | | | | | **Def** | | | **Speed** | | | |  | | | |
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| **E Q U I P M E N T** | | | | | | | | | | | | | | | | | | | | | |  | | | |
| **Item** | | | | | | | | | | **Dur** | | | | **Size** | | | | **Struc** | | | |  | | | |
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