

Dragon

The Embers

Name: _____ Concept: _____ Method: _____
 Player: _____ Virtue: _____ School: _____
 Chronicle: _____ Vice: _____ Sect: _____

Attributes

POWER	Intelligence ●○○○○○	Strength ●○○○○○	Presence ●○○○○○
FINESSE	Wits ●○○○○○	Dexterity ●○○○○○	Manipulation ●○○○○○
RESISTANCE	Resolve ●○○○○○	Stamina ●○○○○○	Composure ●○○○○○

Skills

Mental
(-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Physical
(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

Social
(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Other Traits

Merits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Flaws

Size _____

Speed _____

Initiative Mod _____

Defense _____

Armor _____

Health

○○○○○○○○○○○○○○○○○○
 □□□□□□□□□□□□□□
 ○○○
 □□□

Willpower

○○○○○○○○○○○○
 □□□□□□□□□□

Breath

□□□□□□□□□□
 □□□□□□□□□□

Furnace

●○○○○○○○○○○

Code

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

Equipment

Calories

Experience

Philosophies

_____ 00000

_____ 00000 -1

_____ 00000 -2

_____ 00000 -3

_____ 00000 -4

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Method • School • Aspects: 5 Common, 3 Method, 2 of your choice • Philosophies: 1 for School, 1 of your choice (Buying the fifth dot in Attributes, Skills, Merits, or Aspects costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult Humans
 Defense = Lowest of Dexterity or Wits • Initiative = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Code = 7 • Furnace starts at 1 dot • Breath = Code

Compound Aspects

Sequential Aspects

Odd/Even Aspects

True Form (All Aspects Active)

Recover 1 Bashing per Turn
Recover 1 Lethal per 15 minutes

Mental

Intelligence (+_ +1): _____

Wits (+1): _____

Resolve (+1): _____

Physical

Strength (+_ +1): _____

Dexterity (+1): _____

Stamina (+1): _____

Social

Presence (+_ +1): _____

Manipulation (+1): _____

Composure (+1): _____

Other Traits

Health (+_ +2): _____

Willpower (+2): _____

Size (+_ +1): _____

Defense (+_ +1): _____

Speed (+_ +2): _____

Initiative Mod (+_ +2): _____

Blanks
 Intelligence = Aspect Intelligence Modifier • Strength = Aspect Strength Modifier
 Presence = Aspect Presence Modifier • Health = Aspect Size Modifier
 Size = Aspect Size Modifier • Defense = Aspect Defense Modifier
 Speed = Aspect Strength Modifier • Initiative Mod = Aspect Initiative Mod Modifier