

ROME

EMPIRE OF THE LOST

NAME:
CONCEPT:
VIRTUE:
VICE:

SEEMING:
KITH:
COURT:
MOTLEY:

ATTRIBUTES

POWER	INTELLIGENCE	●○○○○	STRENGTH	●○○○○	PRESENCE	●○○○○
FINESSE	WITS	●○○○○	DEXTERITY	●○○○○	MANIPULATION	●○○○○
RESISTANCE	RESOLVE	●○○○○	STAMINA	●○○○○	COMPOSURE	●○○○○

SKILLS

MENTAL (-3 UNSKILLED)

ACADEMICS	○○○○○
CRAFTS	○○○○○
INVESTIGATION	○○○○○
MEDICINE	○○○○○
OCCULT	○○○○○
POLITICS	○○○○○
RELIGION	○○○○○
WARFARE	○○○○○

PHYSICAL (-1 UNSKILLED)

ARCHERY	○○○○○
ATHLETICS	○○○○○
BRAWL	○○○○○
LARCENY	○○○○○
RIDE	○○○○○
STEALTH	○○○○○
SURVIVAL	○○○○○
WEAPONRY	○○○○○

SOCIAL (-1 UNSKILLED)

ANIMAL KEN	○○○○○
EMPATHY	○○○○○
EXPRESSION	○○○○○
INTIMIDATION	○○○○○
PERSUASION	○○○○○
SOCIALIZE	○○○○○
STREETWISE	○○○○○
SUBTERFUGE	○○○○○

MERITS

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

FLAWS

CONTRACTS

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

SIZE	_____
SPEED	_____
DEFENSE	_____
ARMOR	_____
INTEGRITY	_____
INITIATIVE MOD	_____
EXPERIENCE	_____

HEALTH

○○○○○○○○○○○○○○○○
□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○○○○○
□□□□□□□□□□

WYRD

○○○○○○○○○○○○○○

GLAMOUR

□□□□□□□□□□
□□□□□□□□□□

CLARITY

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

PLEDGES

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming (+1 free Skill Specialty in Athletics, Brawl, or Stealth) • Kith • Wyrd 1 (may be increased with Merit points) • Contracts 5
• Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Lost
• Defense = Lowest of Dexterity of Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Starting Glamour starts at 1/2 maximum
(determined by Wyrd)