

Name:
Player:
Chronicle:

Nature:
Demeanor:
Aa-t Ka:

Life:
Death:
Hamartia:

Attributes

Physical	Social	Mental
Strength _____ ●○○○○	Charisma _____ ●○○○○	Perception _____ ●○○○○
Dexterity _____ ●○○○○	Manipulation _____ ●○○○○	Intelligence _____ ●○○○○
Stamina _____ ●○○○○	Appearance _____ ●○○○○	Wits _____ ●○○○○

Abilities

Talents	Skills	Knowledges
Alertness _____ ○○○○○	Crafts _____ ○○○○○	Bureaucracy _____ ○○○○○
Athletics _____ ○○○○○	Drive _____ ○○○○○	Computer _____ ○○○○○
Awareness _____ ○○○○○	Etiquette _____ ○○○○○	Enigmas _____ ○○○○○
Brawl _____ ○○○○○	Firearms _____ ○○○○○	Investigation _____ ○○○○○
Dodge _____ ○○○○○	Leadership _____ ○○○○○	Law _____ ○○○○○
Empathy _____ ○○○○○	Meditation _____ ○○○○○	Linguistics _____ ○○○○○
Expression _____ ○○○○○	Melee _____ ○○○○○	Medicine _____ ○○○○○
Intimidation _____ ○○○○○	Performance _____ ○○○○○	Occult _____ ○○○○○
Streetwise _____ ○○○○○	Repair _____ ○○○○○	Politics _____ ○○○○○
Subterfuge _____ ○○○○○	Stealth _____ ○○○○○	Science _____ ○○○○○

Advantages

Backgrounds	Nuta Ab
_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○

Neter-Akhu

Ba

khu

_____ ○○○○○	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	_____ ○○○○○
_____ ○○○○○	□ □ □ □ □ □ □ □ □ □	_____ ○○○○○
_____ ○○○○○	Willpower	_____ ○○○○○
_____ ○○○○○	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	_____ ○○○○○
_____ ○○○○○	□ □ □ □ □ □ □ □ □ □	_____ ○○○○○
_____ ○○○○○	ka	_____ ○○○○○
_____ ○○○○○	□ □ □ □ □ □ □ □ □ □	Experience
_____ ○○○○○		[]

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Cost

Other Traits

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

Experience

Driving Passion

Total: _____

Total Spent: _____

Spent On: _____

Languages

Combat

Weapon	Damage	Range	Rate	Clip	Conceal

Armor

Expanded Backgrounds

Allies

Artifacts

Contacts

Haunt

Memoriam

Mentor

Relics

Status

Wealth

Other

Possessions

Gear(Carried)

Equipment(Owned)

Favorite Places
