

Name
 Association
 Nationality
 Age/Gender
 Class/Subspecies
 Ethics

Build
 Hair/Eyes
 Childhood Experience
 Vocation
 Personality
 Campaign



ATTRIBUTES

Strength Dexterity Fortitude Presence Wits Resolve

DERIVED ATTRIBUTES

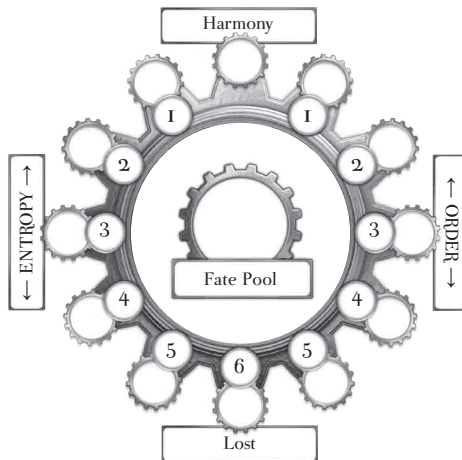
Health Initiative Quintessence Movement Sneak Run Swim Leap Jump

COMMON SKILLS

Act (<i>Presence</i>)	[]	Concentration (<i>Resolve</i>)	[]	Fisticuffs (<i>Dexterity</i>)	[]	Might (<i>Strength</i>)	[]
Athletics (<i>Dexterity</i>)	[]	Dance* (<i>Dexterity</i>)	[]	General Knowledge (<i>Wits</i>)	[]	Perception (<i>Wits</i>)	[]
Blunt Weapons (<i>Dexterity</i>)	[]	Dodge (<i>Dexterity</i>)	[]	Haggling* (<i>Presence</i>)	[]	Streetwise* (<i>Presence</i>)	[]
Bull (<i>Presence</i>)	[]	Empathy (<i>Presence</i>)	[]	Hide & Sneak (<i>Dexterity</i>)	[]	Swordplay (<i>Dexterity</i>)	[]
Charm (<i>Presence</i>)	[]	Etiquette* (<i>Wits</i>)	[]	Improvised Weapon (<i>Dexterity</i>)	[]	Throwing (<i>Dexterity</i>)	[]
Conceal (<i>Wits</i>)	[]	Firearms (<i>Dexterity</i>)	[]	Intimidate (<i>Presence</i>)	[]	*social class modifier usually applies	

SPECIALITIES

CELESTIAL ENGINE



SPECIAL ABILITIES

HEALTH DICE

TALENTS

Lined writing area for Talents

MAGIC & MARVELS

Lined writing area for Magic & Marvels

ASSETS

Lined writing area for Assets

PERSONAL EFFECTS

Lined writing area for Personal Effects

PRIVILEGES

Lined writing area for Privileges

COMPLICATIONS

Lined writing area for Complications

WEAPONS

Lined writing area for Weapons

ARMOUR

Lined writing area for Armour

QUINTESSENCE DICE

