

SKILLS

Academics	○○○○○	Medicine	○○○○○
Athletics	○○○○○	Occult	○○○○○
Close Combat	○○○○○	Persuasion	○○○○○
Culture	○○○○○	Pilot	○○○○○
Empathy	○○○○○	Science	○○○○○
Firearms	○○○○○	Subterfuge	○○○○○
Integrity	○○○○○	Survival	○○○○○
Leadership	○○○○○	Technology	○○○○○

ATTRIBUTES

	Mental	Physical	Social
<input type="checkbox"/> Power	Intellect ○○○○○	Might ○○○○○	Presence ○○○○○
<input type="checkbox"/> Finesse	Cunning ○○○○○	Dexterity ○○○○○	Manipulation ○○○○○
<input type="checkbox"/> Resistance	Resolve ○○○○○	Stamina ○○○○○	Composure ○○○○○

VIRTUE

○○○○○

MOMENTUM

EXPERIENCE

HEALTH

- Bruised _____ +1
- Bruised _____ +1
- Injured _____ +2
- Injured _____ +2
- Maimed _____ +4

Taken Out

Movement Dice: _____
 Defense Roll: _____

PURVIEWS

BOONS

KNACKS

BIRTHRIGHTS

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

WEAPONS

FATEBOUND

_____ ○○○○○ _____ ○○○○○

_____ ○○○○○ _____ ○○○○○

_____ ○○○○○ _____ ○○○○○

BONDS

_____ ○○○ _____ ○○○

_____ ○○○ _____ ○○○

_____ ○○○ _____ ○○○

_____ ○○○ _____ ○○○

_____ ○○○ _____ ○○○

CONDITIONS

_____ _____ _____

_____ _____ _____

_____ _____ _____

_____ _____ _____

_____ _____ _____

BAND

NOTES