PROMETHEAN
THE CREATED

Name:	Concept:	Lineage:
Player:	Virtue:	Refinement:
Chronicle:	Vice:	Throng:

ATTRIBUTES

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

SKILLS

MENTAL
(-3 unskilled)

Academics ..... OOOOO
Computer ..... OOOOO
Crafts ..... OOOOO
Investigation ..... OOOOO
Medicine ..... OOOOO
Occult ..... OOOOO
Politics ..... OOOOO
Science ..... OOOOO

PHYSICAL
(-1 unskilled)

Athletics ..... OOOOO
Brawl ..... OOOOO
Drive ..... OOOOO
Firearms ..... OOOOO
Larceny ..... OOOOO
Stealth ..... OOOOO
Survival ..... OOOOO
Weaponry ..... OOOOO

SOCIAL
(-1 unskilled)

Animal Ken ..... OOOOO
Empathy ..... OOOOO
Expression ..... OOOOO
Intimidation ..... OOOOO
Persuasion ..... OOOOO
Socialize ..... OOOOO
Streetwise ..... OOOOO
Subterfuge ..... OOOOO

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits cost two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity

OTHER TRAITS

MERITS

..... OOOOO
..... OOOOO
..... OOOOO
..... OOOOO
..... OOOOO
..... OOOOO
..... OOOOO
..... OOOOO
..... OOOOO

BESTOWMENT

.....

EQUIPMENT

.....
.....
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Armor .....
Defense .....
Initiative Mod .....
Size .....
Speed .....
Experience .....

HEALTH

O O O O O O O O O O O O O
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WILLPOWER

O O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □ □

PYROS

□ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □

AZOTH

O O O O O O O O O O O

HUMANITY

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

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