

Name:

Origin:

Concept:



Player:

Role:

Band:

Saga:

Pantheon:

Patron:

Legend

Legend symbols: 15 circles and 15 squares.

Attributes

Physical

Social

Mental

Attributes: Might, Dexterity, Stamina, Presence, Manipulation, Composure, Intellect, Cunning, Resolve.

Force, Finesse, Resilience

Abilities

Abilities: Academics, Athletics, Culture, Close Combat, Empathy, Firearms, Integrity, Leadership, Medicine, Occult, Persuasion, Pilot, Science, Subterfuge, Survival, Technology.

Defense

Defense: Defense, Bruised (-1), Injured (-2), Maimed (-4), Taken Out.

Callings and Knacks

Callings and Knacks: 3 columns of 5 empty slots each.

Purviews, Boons, and Birthrights

Purviews, Boons, and Birthrights: 3 columns of 5 empty slots each.

Gear

Gear: 5 empty slots.

Deeds and Virtues

Deeds and Virtues: Short Term, Long Term, Band Term.

Virtues: 5 empty slots, XP: _____