

PROXIMI

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Dynasty:
Heritage Path:
Group:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL

Rote Skill

(-3 unskilled)

- Academics _____ 00000
- Computer _____ 00000
- Crafts _____ 00000
- Investigation _____ 00000
- Medicine _____ 00000
- Occult _____ 00000
- Politics _____ 00000
- Science _____ 00000

PHYSICAL

Rote Skill

(-1 unskilled)

- Athletics _____ 00000
- Brawl _____ 00000
- Drive _____ 00000
- Firearms _____ 00000
- Larceny _____ 00000
- Stealth _____ 00000
- Survival _____ 00000
- Weaponry _____ 00000

SOCIAL

Rote Skill

(-1 unskilled)

- Animal Ken _____ 00000
- Empathy _____ 00000
- Expression _____ 00000
- Intimidation _____ 00000
- Persuasion _____ 00000
- Socialize _____ 00000
- Streetwise _____ 00000
- Subterfuge _____ 00000

OTHER TRAITS

BLESSINGS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

MERITS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

HEALTH

000000000000
□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□

MANA

□□□□

INTEGRITY

0000000000

CONDITIONS

ASPIRATIONS

CURSE

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Beats: □ □ □ □ □
Experience: _____

Basic: Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Sleepwalker & Proximus Merits Free • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Blessings 6
Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure
• Speed = Strength + Dexterity + 5 • Starting Morality = 7
Illuminated: Attributes 8/6/4 • Skills 13/9/5 (+3 Specialties) • Merits 7(+ additional 5 for conspiracy related merits) • Morality = 5