

# GODS & MONSTERS

Name:  
Chronicle:

Nature:  
Demeanor:

Type:  
Concept:

## Attributes

### Physical

Strength\_\_\_0000000000  
Dexterity\_\_\_0000000000  
Stamina\_\_\_0000000000

### Social

Charisma\_\_\_0000000000  
Manipulation\_\_\_0000000000  
Appearance\_\_\_0000000000

### Mental

Perception\_\_\_0000000000  
Intelligence\_\_\_0000000000  
Wits\_\_\_0000000000

## Abilities

### Talents

Alertness\_\_\_0000000000  
Art\_\_\_0000000000  
Athletics\_\_\_0000000000  
Awareness\_\_\_0000000000  
Brawl\_\_\_0000000000  
Empathy\_\_\_0000000000  
Expression\_\_\_0000000000  
Intimidation\_\_\_0000000000  
Leadership\_\_\_0000000000  
Streetwise\_\_\_0000000000  
Subterfuge\_\_\_0000000000  
\_\_\_0000000000

### Skills

Crafts\_\_\_0000000000  
Drive\_\_\_0000000000  
Etiquette\_\_\_0000000000  
Firearms\_\_\_0000000000  
Martial Arts\_\_\_0000000000  
Meditation\_\_\_0000000000  
Melee\_\_\_0000000000  
Research\_\_\_0000000000  
Stealth\_\_\_0000000000  
Survival\_\_\_0000000000  
Technology\_\_\_0000000000  
\_\_\_0000000000

### Knowledges

Academics\_\_\_0000000000  
Computer\_\_\_0000000000  
Cosmology\_\_\_0000000000  
Enigmas\_\_\_0000000000  
Esoterica\_\_\_0000000000  
Investigation\_\_\_0000000000  
Law\_\_\_0000000000  
Medicine\_\_\_0000000000  
Occult\_\_\_0000000000  
Politics\_\_\_0000000000  
Science\_\_\_0000000000  
\_\_\_0000000000

## Advantages

### Charms

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Special Advantages

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\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Backgrounds

\_\_\_0000000000  
\_\_\_0000000000  
\_\_\_0000000000  
\_\_\_0000000000  
\_\_\_0000000000  
\_\_\_0000000000

### Arete

0 0 0 0 0 0 0 0 0 0

### Willpower

0 0 0 0 0 0 0 0 0 0  
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### Health

Bruised ☐  
Hurt -1 ☐  
Injured -1 ☐  
Wounded -2 ☐  
Mauled -2 ☐  
Crippled -5 ☐  
Incapacitated ☐

### Rage

0 0 0 0 0 0 0 0 0 0  
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### Paradox

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### Essence

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### Gnosis

0 0 0 0 0 0 0 0 0 0  
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### Experience

\_\_\_\_\_

## Other Traits

[illegible]

## Charms

[illegible]

## Special Advantages

[illegible]

## Gifts

[illegible]

## Merits & Flaws

[illegible]

## History

## Description

|  | Description |
|--|-------------|
|--|-------------|

## Special Rules

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## Combat

[illegible]