

Name: Carlos Ribera Origin: Aptitude: Clairscience
Series: Darkness Rising Nature: Explorer Allegiance: Trinity

AEON

ATTRIBUTES AND ABILITIES																	
Physical					Mental					Social							
Strength	●	●	○	○	○	Perception	●	●	●	●	○	Appearance	●	●	●	○	○

Player:

ADVANTAGES

Willpower

Brawl	○ ○ ○ ○ ○ □	Awareness	● ● ● ○ ○ □	Intimidation	○ ○ ○ ○ ○ □	● ● ● ● ● ● ○ ○ ○ ○ ○
Might	○ ○ ○ ○ ○ □	Investigation	● ● ○ ○ ○ □	Style	● ● ○ ○ ○ □	□ □ □ □ □ □ □ □ □ □
Dexterity	● ● ● ○ ○	Intelligence	● ● ● ○ ○	Manipulation	● ● ● ○ ○	Psi
						● ● ● ● ● ○ ○ ○ ○ ○ ○

Athletics	○	○	○	○	○	□	Academics	●	○	○	○	○	□	Command	○	○	○	○	○	□	□									
Drive	○	○	○	○	○	□	Beaurocracy	●	○	○	○	○	□	Interrogation	●	●	○	○	○	□	Aptitude: Clairscience									
Firearms	●	○	○	○	○	□	Engineering	○	○	○	○	○	□	Subterfuge	●	○	○	○	○	□										
Legerdemain	○	○	○	○	○	□	Intrusion	○	○	○	○	○	□	Charisma	●	●	●	○	○	□	Telesthesia ● ● ● ○ ○									

Martial Arts	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Linguistics	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>		Psychonavigation	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	
Melee	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Medicine	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Etiquette	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Psychometry	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Pilot	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Science	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Perform	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Auxiliary Modes	
Stealth	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Survival	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	Savvy	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>		

Stamina	●	●	○	○	○	Wits	●	●	●	○	○	Health			
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													Bruised	0	<input type="checkbox"/>	
Endurance	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	Arts	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	Hurt	-1	<input type="checkbox"/>
Resistance	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	Meditation	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	Injured	-1	<input type="checkbox"/>
							Rapport	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="checkbox"/>	Wounded	-2	<input type="checkbox"/>
Combat													Maimed	-3	<input type="checkbox"/>	
Attack	ACC	DMG	ROF	FT	Armor		RTG	BULK	FT				Crippled	-4	<input type="checkbox"/>	
							B L						Incapacitated		<input type="checkbox"/>	
													Dead		<input type="checkbox"/>	
													Initiative	Movement		
													7	W:___ R:___ S:___		
							Experience:									

Backgrounds

Resources	●	●	○	○	○
Contacts	●	●	●	○	○
Status (Trinity)	●	●	○	○	○
Device	●	○	○	○	○
	○	○	○	○	○
	○	○	○	○	○
	○	○	○	○	○
	○	○	○	○	○