

Character Name    Player Name:  
Simon Suvini

Race:                      Origin:  
Fairest (Incubus)      Earth

ATTRIBUTES:	DERIVED ATTRIBUTES:	
Agility	2 Initiative	6
Might	1 Movement	4
Intuition	4 Sprint	7
Wits	3 Phys Def	7
Presence	6 Mental Def	11
	Armor	

Concept:  
Cursed Human

Affiliation:  
Asylum

MAX HEALTH                      22  
(current)

MAX INJURIES                      2  
(Current)

MAX ENERGY                      11  
(Current)

HARMONY:  
4

FOUNDATIONS:

- 5 The pursuit of wealth
- 4 Demonic Pact
- 3 Always be Charming
- 2 Shortsighted and Impatient
- 1 Healer and Physician

SKILLS:	RANK:	SKILL POWER:	KNACK:
Athletics		(Might) 1	
Close Combat		(Might) 1	
Command	Trained	(Presence) 6	
Empathy	Expert	(Intuition) 4	Cold Read
Electronics		(Wits) 3	
Firearms		(Agility) 2	
Mechanics		(Wits) 3	
Medicine	Master	(Wits) 3	Enthrall, Soothing Presence
Nature	Trained	(Intuition) 4	
Occult		(Wits) 3	
Relate	Master	(Presence) 6	Field Medic, Trauma Care
Stealth		(Agility) 2	
Streetwise		(Intuition) 4	

Trained    = +3 to skill roll  
Expert     = +5 to skill roll  
Master     = +6 to skill roll

(skill roll bonuses  
are not cumulative)

Untrained Skill Bonus =  
1/2 associated attribute  
(Round down)

ASPECTS:	TALENT COST:
Captivating Beauty (Greater)	5
Sympathy	2
Petrifying Gaze (Lesser)	2
Extraordinary Presence	2
Skill Mastery (Relate)	2
Skill Mastery (Medicine)	2

CONTRACTS:

With THE ORDER OF INCUBI for Fairest Racial type, Petrifying Gaze, Sympathy;  
traded Humanity and Harmony

With ASYLUM for Skill Mastery (Medicine); traded period of service

SPELLS:

None