

ASCENDING ONES

THE CULT OF THE PHOENIX

Name: Ilias Tagirov
Player: Macitoush
Chronicle: First Hunter

Virtue: Charity
Vice: Sloth
Concept:

Profession: Soldier
Faction: Knife of Paradise
Cell:

ATTRIBUTES

POWER	Intelligence ●●○○○	Strength ●●●○○	Presence ●●○○○
FINESSE	Wits ●●●○○	Dexterity ●●●○○	Manipulation ●○○○○
RESISTANCE	Resolve ●●○○○	Stamina ●●●○○	Composure ●●●○○

SKILLS

MENTAL

(3 unskilled)

- Academics** (Religion) ●○○○○
- Computer** ○○○○○
- Crafts** ●○○○○
- Investigation** ●○○○○
- Medicine** (First aid) ●●○○○
- Occult** ●●○○○
- Politics** ○○○○○
- Science** ○○○○○

PHYSICAL

(1 unskilled)

- Athletics** (Climbing) ●●●○○
- Brawl** ●○○○○
- Drive** ○○○○○
- Firearms** (Autofire) ●●●○○
- Larceny** ○○○○○
- Stealth** (Forrest) ●●○○○
- Survival** (Mountains) ●●●○○
- Weaponry** ●●○○○

SOCIAL

(1 unskilled)

- Animal Ken** ●○○○○
- Empathy** ○○○○○
- Expression** ●○○○○
- Intimidation** ●●○○○
- Persuasion** ●○○○○
- Socialize** ○○○○○
- Streetwise** ○○○○○
- Subterfuge** ○○○○○

OTHER TRAITS

MERITS

- Professional Training** ●●●○○
- Elixir** ●●●○○
- Status Asc. Ones** ●●●○○
- Language Eng., Rus., Arab.** ●●●○○
- Combat Marksmanship** ●●○○○
- Danger Sense** ●●○○○
- Iron Stamina** ●●○○○
- Fresh Start** ●○○○○
- Direction sense** ●○○○○
- Outdoorsman** ●●○○○

FLAWS

- Size:** 5
- Speed:** 11
- Defense:** 3
- Armor:**
- Initiative Mod:** 6

HEALTH

●●●●●●●●○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●○○○○○
 □□□□□□□□□□
 Risked: □

MORALITY

10 _____ ○
 9 _____ ○
 8 _____ ○
 7 _____ ●
 6 _____ ●
 5 _____ ●
 4 _____ ●
 3 _____ ●
 2 _____ ●
 1 _____ ●

Weapon/Attack	Dice	Mod.	Range	Clip	Size
RSA AK-47	4	125/	250/500	30+1	3
Combat knife		1			1-S
Frag		2L+3	5		1-S
Colt M1911A1	3	30/	60/120	7+1	1-S

Equipment	Durability	Structure	Size	Cost
First aid kit				
Survival gear				

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure
 Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

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ENDOWMENTS

Hunting Sight of the Asp ●○○○○	Bennu-Bird Feather ●●●○○	○○○○○
Justice of Ma'at ●●○○○	Breath of the Dragon ●●●●○	○○○○○
Eye of Ra ●○○○○	Mind-Talking Drug ●●●●○	○○○○○
Elixir of the Fiery Heart ●●○○○	Amun's Water ●●●●○	○○○○○

TACTICS

Name: _____
 Book: _____ Page# _____
 Dice Pool: _____
 Description: _____

Name: _____
 Book: _____ Page# _____
 Dice Pool: _____
 Description: _____

Name: _____
 Book: _____ Page# _____
 Dice Pool: _____
 Description: _____

Name: _____
 Book: _____ Page# _____
 Dice Pool: _____
 Description: _____

TELLS

Name: _____
 Description: _____

Name: _____
 Description: _____

EXPERIENCE

TOTAL:

Practical Experience: _____
 Total Spent: _____
 Spent On: _____

Experience Remaining: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____