

NOTES

You are the daughter of Alfred Trulaine, for the greater part of your life up until now your family never expected anything from you. They were content to let you waste away your life in a self induced drug hazed day dream, but that all changed last year, House Draconis finally made peace with the other Atlantean Houses of the city of Ankhram. It was decided by your betters within the House that you should go to Ankhram and help reestablish the House's presence in the city, and hopefully the experience would force you to clean yourself up and make you a presentable member of House Draconis. They also decided that if you couldn't get yourself cleaned up in the period of 2 years that your family was to cut you off financially... that time for good. So here you are in a town that you barely know trying to meet new people and still helplessly addicted to Opium. Maybe, just maybe you can find someone that can help get your life back on track.

HEALTH RANKS

STUN DAMAGE

LIGHT STUN

No PENALTIES

SEVERE STUN

-1 -2 -3

CRITICAL STUN

-4 -5

DEFENSELESS

UNCONSCIOUSNESS

WOUND DAMAGE

LIGHT WOUNDS

No PENALTIES

SEVERE WOUNDS

-1 -2 -3

CRITICAL WOUNDS

-4 -5

DEFENSELESS

DEATH

STUDY POINTS

USED

UNUSED

DARK AEONS

THE ATLANTIAN CHRONICLES

ACTOR NAME: _____
 PERSONA NAME: Katrina "Trina" Trulaine
 TEMPLATE: Faux Blooded, Sorcerer
 HOUSE/COVEN: Draconis
 FAMILY: Trulaine
 AGE: 28
 OCCUPATIONAL SKILL SET: Occultist
 PERSONALITY TRAITS: Extravertive, Focused, Honest Nature

ATTRIBUTES

AGILITY	●●●●●●●●●●	ACTIONS	●●●●●
APPEARANCE	●●●●●●●●●●	REACTION	+2
BRAWN	●●●●●●●●●●	MAX LIFT	170 lbs.
INTELLECT	●●●●●●●●●●	BRAWN DAM.	2 Stun
PSYCHE	●●●●●●●●●●	INITIATIVE	+1
VITALITY	●●●●●●●●●●	SIZE MOD.	0

DERIVED ATTRIBUTES

CHARM	●●●●●●●●●●
LIFE FORCE	MAXIMUM 14 CURRENT
MENTAL STABILITY	STARTING 110 CURRENT
PSIONICS	●●●●●●●●●●
TOUGHNESS	●●●●●●●●●●

COMBAT SKILLS

SKILL	TOTAL	RANKS	ATTRIBUTE	MISC.
DODGE ●	6	3	3	
GRAPPLE ●	4	1	3	
STRIKE ●	5	2	3	
THROW ●	4	1	3	
Melee Weapons	5	2	3	

PERSONAL SKILLS

SKILL	TOTAL	RANKS	ATTRIBUTE	MISC.
Academics	9	3	4	+2
Enigmas	7	3	4	
Investigation	8	4	4	
Linguistics: Church Latin	9	5	4	
Mythos: Occult	9	5	4	
Computers	6	2	4	
Linguistics: English	9	5	4	
Linguistics: Atlantean	8	4	4	
Mythos: Atlanteans	7	3	4	
Meditation	7	3	4	

