



The Kerberos Club

Name, Aliases and Description

Archetype

Archetype: _____

Source: _____

Permissions: _____

Intrinsics: _____

Skills

Skill Name and Dice

Qualities and Stat

Stats

Body _____

Coordination _____

Sense _____

Mind _____

Charm _____

Command _____

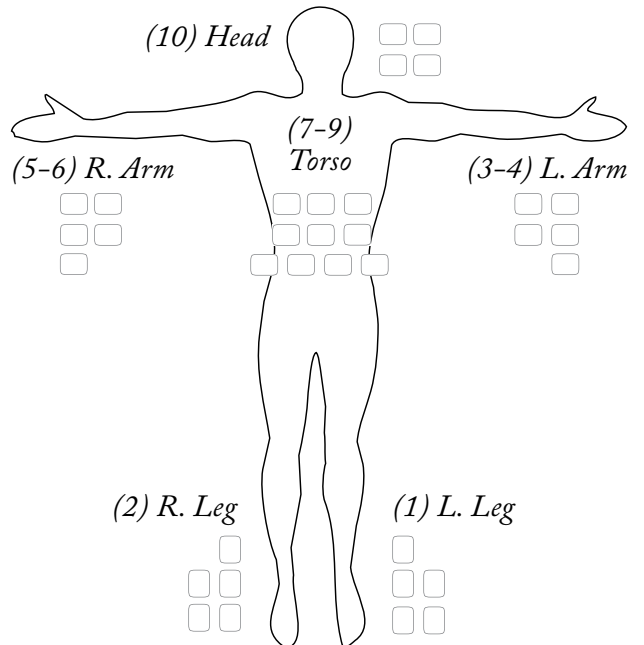
Base Will _____

Willpower: _____

Convictions

Experience Points

Hit Locations



Stats Cost _____ + Skills Cost + _____ + Archetype Cost _____ + Powers Cost _____ = Point Total _____

Powers, Miracles and Wonders of the Modern Age

Power Name and Dice: _____

Power Qualities With Their Extras, Flaws, Capacities and Effects:

Cost per Die: _____ *Total Cost:* _____

Power Name and Dice: _____

Power Qualities With Their Extras, Flaws, Capacities and Effects:

Cost per Die: _____ *Total Cost:* _____

Power Name and Dice: _____

Power Qualities With Their Extras, Flaws, Capacities and Effects:

Cost per Die: _____ *Total Cost:* _____

Power Name and Dice: _____

Power Qualities With Their Extras, Flaws, Capacities and Effects:

Cost per Die: _____ *Total Cost:* _____

Equipment, Wealth and Personal Notes
