

Name:
Age:
Player:

Virtue: Vice: Concept:

Chronicle: Faction: Group Name:

ATTRIBUTES						
Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

Mental

(-3 unskilled)

☐ Academics	00000
□Computer	00000
□Crafts	00000
☐ Investigation	00000
□Medicine	00000
□Occult	00000
□Politics	00000
☐Science	00000

Physical

(-1 unskilled)

□Athletics	00000
□Brawl	00000
□Drive	00000
□Firearms	00000
□ Larceny	00000
□Stealth	00000
□Survival	00000
□Weaponry	00000

Social

(-1 unskilled)

□Animal Ken	_00000
□ Empathy	_00000
☐ Expression	_00000
☐ Intimidation	_00000
☐Persuasion	_00000
□Socialize	_00000
□Streetwise	_00000
□Subterfuge	_00000

OTHER TRAITS

Merits	5		Health			
	00	000	0000	0000	000	000
	00	000				
	Willpower					
	00	000	000		MĊI VOO	20
	00	000				
	00	000				
	00	000		Integr	ity	
	00	000	000	0000	ooo	00
00000			_			
	00	000	(Condit	ions	
	00	000		•	•	
	00	000				
Size:						
Speed:						
Defense:			Α	ıspiral	tions	
Armor:						
Initiative Mod:						
Beatts:						
Experiences:						
Weapon/Attack	Dmg	Range	Clip	Init	Str	Size

Durability Structure

Size

Cost

Equipment



00000 .00000 ____ _ 00000 _ .00000 _____00000 ____ 00000 .00000 _____ _____ 00000 00000 _____00000 00000 EXPERIENCES BREAKING POINTS TOTAL: Gained From:___ TOTAL SPENT: Sperit On:_____ COMBAT Weapon/Attack Damage Range Clip Initiative Strength Armor Size Rating:__ Strength: Defense:____ Speed:___ Description:



EXPANDED MERITS

Afflies		<u> </u>	Mentor		
Contacts		Re	sources	ces	
Fame		R	etainer		
Other()	O¦theh(
Equipment	DSSESS Durability	Structure	Size	Cost	
Vehicle Durability	Structure	Size Acceleration	Safe Speed Max Speed	d Handling	
		INCE on			
Vehicle Durability	Structure	Size Acceleration			

