

Name: _____

Occupation: _____

Credit Rating:

Age: _____ Gender: _____

Appearance: _____

Background: _____

Untold Aeons

<input type="text"/> Agility	<input type="text"/> Toughness	<input type="text"/> Willpower	<input type="text"/> Intellect
— ??? —	— Wounds —	— Stress —	— Experience —
<input type="text"/> Limit <input type="text"/> Current Severely Injured <input type="checkbox"/>	<input type="text"/> Limit <input type="text"/> Current Shaken <input type="checkbox"/>	<input type="text"/> Limit <input type="text"/> Current Shaken <input type="checkbox"/>	<input type="text"/> Total <input type="text"/> Unspent

MOTIVATIONS & BONDS

Motivation: _____

Flaw / Vice: _____

Bond: _____

Bond: _____

Bond: _____

WEAPONS

Weapon	Damage	Range	Effects
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ADAPTED TO

Violence

Helplessness

Unnatural

INVESTIGATOR SKILLS

<u>General</u>	<u>Social</u>	<u>Professional</u>
Alertness <input type="text"/>	Charm <input type="text"/>	_____ <input type="text"/>
Driving <input type="text"/>	Deception <input type="text"/>	_____ <input type="text"/>
First Aid <input type="text"/>	Insight <input type="text"/>	_____ <input type="text"/>
Investigation <input type="text"/>	Intimidation <input type="text"/>	_____ <input type="text"/>
Stealth <input type="text"/>	Persuasion <input type="text"/>	_____ <input type="text"/>
Streetwise <input type="text"/>		_____ <input type="text"/>
Survival <input type="text"/>		_____ <input type="text"/>
	Combat	
	Brawl <input type="text"/>	
	Firearms <input type="text"/>	_____ <input type="text"/>
		_____ <input type="text"/>
<u>Unnatural</u>		
<u>Mythos Knowledge</u> <input type="text"/>	_____	_____ <input type="text"/>