

Name: _____ Age: _____ Player: _____ Virtue: _____ Vice: _____
Attributes

Intelligence _____ ●○○○○ Strength _____ ●○○○○ Presence _____ ●○○○○
Wits _____ ●○○○○ Dexterity _____ ●○○○○ Manipulation _____ ●○○○○
Resolve _____ ●○○○○ Charisma _____ ●○○○○ Composure _____ ●○○○○

Skills

____ Mental (-3 if unskilled) ____ ____ Physical (-1 if unskilled) ____ ____ Social (-1 if unskilled) ____
Academics _____ ○○○○○ Athletics _____ ○○○○○ Animal Ken _____ ○○○○○
Computer _____ ○○○○○ Brawl _____ ○○○○○ Empathy _____ ○○○○○
Crafts _____ ○○○○○ Pilot _____ ○○○○○ Expression _____ ○○○○○
Investigation _____ ○○○○○ Firearms _____ ○○○○○ Intimidation _____ ○○○○○
Medicine _____ ○○○○○ Larceny _____ ○○○○○ Persuasion _____ ○○○○○
Chi Focus _____ ○○○○○ Stealth _____ ○○○○○ Socialize _____ ○○○○○
Politics _____ ○○○○○ Survival _____ ○○○○○ Streetwise _____ ○○○○○
Science _____ ○○○○○ Weaponry _____ ○○○○○ Subterfuge _____ ○○○○○

Merits

____ Merits ____ ____ Plugins ____ ____ Chi Powers and Martial Arts ____
____ ○○○○○ ____ ○○○○○ ____ ○○○○○
____ ○○○○○ ____ ○○○○○ ____ ○○○○○
____ ○○○○○ ____ ○○○○○ ____ ○○○○○
____ ○○○○○ ____ ○○○○○ ____ ○○○○○
____ ○○○○○ ____ ○○○○○ ____ ○○○○○

Stuff

____ Weapon Attack ____ ____ Dice Mod. ____ ____ Range/Clip ____ ____ Size ____

____ Equipment ____ ____ Durability ____ ____ Structure/Size ____ ____ Cost ____

____ Vitals ____ ____ Other ____ ____ Alienation ____
Size _____ 10 _____ ○
Speed _____ 9 _____ ○
Defense _____ 8 _____ ○
Armor _____ 7 _____ ○
Initiative Mod _____ 6 _____ ○
Experience _____ 5 _____ ○
Health ○○○○○○○○○○○○
□□□□□□□□□□
Willpower ○○○○○○○○○○○○
□□□□□□□□□□
6 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○