

Name: \_\_\_\_\_ Age: \_\_\_\_\_ Player: \_\_\_\_\_ Virtue: \_\_\_\_\_ Vice: \_\_\_\_\_  
Attributes \_\_\_\_\_

Intelligence \_\_\_\_\_ ●○○○○ Strength \_\_\_\_\_ ●○○○○ Presence \_\_\_\_\_ ●○○○○  
Wits \_\_\_\_\_ ●○○○○ Dexterity \_\_\_\_\_ ●○○○○ Manipulation \_\_\_\_\_ ●○○○○  
Resolve \_\_\_\_\_ ●○○○○ Stamina \_\_\_\_\_ ●○○○○ 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 \_\_\_\_ \_\_\_\_ Powers/Martial Arts \_\_\_\_ \_\_\_\_ Non-Human Qualities \_\_\_\_  
\_\_\_\_ ○○○○○ \_\_\_\_ ○○○○○ \_\_\_\_ ○○○○○ \_\_\_\_ ○○○○○  
\_\_\_\_ ○○○○○ \_\_\_\_ ○○○○○ \_\_\_\_ ○○○○○ \_\_\_\_ ○○○○○  
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\_\_\_\_ ○○○○○ \_\_\_\_ ○○○○○ \_\_\_\_ ○○○○○ \_\_\_\_ ○○○○○

Stuff \_\_\_\_\_

\_\_\_\_ Weapon Attack \_\_\_\_ \_\_\_\_ Dice Mod. \_\_\_\_ \_\_\_\_ Range/Clip \_\_\_\_ \_\_\_\_ Size \_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_ Equipment \_\_\_\_ \_\_\_\_ Durability \_\_\_\_ \_\_\_\_ Structure \_\_\_\_ \_\_\_\_ Size/Cost \_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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