Name:	Age:	Player:	Attribı	ıtes		ARMS
Intelligence	●0000	Strength		●○○○○	Presence .	●○○○○
Wits	●0000	Dexterity		●○○○○	Manipulat	ion •0000
Resolve		Stamina		●○○○○	Composur	e •0000
			Skill	S		
Mental (-3 if unskilled)		Physical (-1 if unskilled)		unskilled)	Social (-1 if unskilled)	
Academics	00000	Athletics		00000	Animal Ke	n 0000
Chi Focus	00000	Brawl		00000	Empathy .	00000
Computer	00000	Drive		00000	Expression	n 00000
Crafts	00000	Firearms		00000	Intimidati	on
Investigation	00000	Larceny		00000	Persuasion	n 00000
Medicine	00000	Stealth		00000	Socialize _	00000
Politics	00000	Survival		00000	Streetwise	00000
Science	00000	Weaponry $_{-}$		00000	Subterfuge	e 00000
			Meri	ts		
Merits		Plugins		Powers/Martia	ıl Arts	Non-Human Qualities
C		000				00000
						00000
						00000
						00000
						00000
						00000
			Stuf	f		
Weapon Attack				Range/Cli _l	p	Size
Equipment		Durability		Structure	?	Size/Cost
<i>Vitals</i> Size		Other		r		Vitals
		-			Health	
Speed						
Defense					Willpow	er 00000000
					P • · ·	
Initiative Mod						
Experience						

SPIRAL