

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* _____ _____ *Powers/Martial Arts* _____ _____ *Non-Human Qualities* _____

_____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○

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 ○○○○○○○○○○○○
 □□□□□□□□□□

_____ 4 _____ ○
 _____ 3 _____ ○
 _____ 2 _____ ○
 _____ 1 _____ ○