PLAYER: _____
CHARACTER: _____

Species: _____ **Age:** _____
Ethnicity: _____ **Sex:** _____ **Height:** _____ **Weight:** _____
Hair: _____ **Eyes:** _____ **Build:** _____

Homeland: _____ **Cell:** _____
Concept: _____ **Compact /**
Profession: _____ **Conspiracy:** _____

ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL	
POWER	**Intelligence**	●○○○○	**Strength**	●○○○○	**Presence**	●○○○○
FINESSE	**Wits**	●○○○○	**Dexterity**	●○○○○	**Manipulation**	●○○○○
RESISTANCE	**Resolve**	●○○○○	**Stamina**	●○○○○	**Composure**	●○○○○

SKILLS

MENTAL
(-3 Unskilled)

Academics ○○○○○
Computer ○○○○○
Crafts ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○

PHYSICAL
(-1 Unskilled)

Athletics ○○○○○
Brawl ○○○○○
Drive ○○○○○
Firearms ○○○○○
Larceny ○○○○○
Stealth ○○○○○
Survival ○○○○○
Weaponry ○○○○○

SOCIAL
(-1 Unskilled)

Animal Ken ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Persuasion ○○○○○
Socialize ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

OTHER TRAITS

MERITS

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

OTHER TRAITS

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

OTHER TRAITS

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

HEALTH

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □

HEALING TIMES

Bashing	Lethal	Aggravated

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □ □

OTHER TRAITS

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □ □ □ □

NOTES

EXPERIENCE

	3 per game for showing. 1for providing transportation. 1 for bringing drinks / snack. Bonuses given during games

Size: _____ _____
Speed: _____ _____
Defense: _____ _____
Initiative: _____ _____
Armor: _____

Character Creation & Experience Cost: Attributes 5/4/3 **XP:** new dots X 5 * **Skills** 11/7/4 **XP:** new dots X 3 * **Specialties**: 3. **XP**: 3 points per. * **Merits & Endowments** 7 **XP:** new dots X 2 * (Buying the fifth dot in any area costs two points) * **Health** = Stamina + Size ***Willpower** = Resolve + Composure **XP:** 8 points per. * **Size** = 5 (for adult humans) * **Defense** = Lowest of Dexterity or Wits * **Initiative Mod** = Dexterity + Composure * **Speed** = Strength + Dexterity + 5 (for adult humans). ***Aliens - *Qualities*:** 5/3/2/1 * **Monsters: - *Dread Powers***: 3 new dots X 5. * **Sorcerers**: ***New Mysteries***: 8 points per. ***Mysteries* XP**: new dots X 3 **Source** = Stamina + Resolve.

MELEE WEAPONRY

Weapon	Dmg	Size	Dur	Notes

Notes:

Notes:

Notes:

Notes:

RANGED WEAPONRY

Weapon	Dmg	Rng	Cap	Str	Size

Notes:

Notes:

Notes:

Notes:

EXPLOSIVES

Type	Dmg	Blast	Force	Size	Effect

Notes:

Notes:

Notes:

ARMOR & PROTECTION

Class	Rating	Str	Def	Speed

Notes:

Notes:

EQUIPMENT

Item	Dur	Size	Struc

Notes:

Notes:

Notes:

Notes:

Notes:

Notes:

Notes:

OTHER TRAITS		OTHER TRAITS	
	○○○○○		○○○○○
	○○○○○		○○○○○
	○○○○○		○○○○○
	○○○○○		○○○○○
	○○○○○		○○○○○
	○○○○○		○○○○○
	○○○○○		○○○○○
	○○○○○		○○○○○
	○○○○○		○○○○○

CHARACTER NOTES