

Break Region:

A Players Guide to Somori™

Name:

Nature:

Rank:

Player:

Demeanor:

First Team:

Chronicle:

Breed:

Concept:

Attributes

Physical

Strength _____ ●○○○○
 Dexterity _____ ●○○○○
 Stamina _____ ●○○○○

Social

Charisma _____ ●○○○○
 Manipulation _____ ●○○○○
 Appearance _____ ●○○○○

Mental

Perception _____ ●○○○○
 Intelligence _____ ●○○○○
 Wits _____ ●○○○○

Abilities

Talents

Alertness _____ ○○○○○
 Athletics _____ ○○○○○
 Brawl _____ ○○○○○
 Dodge _____ ○○○○○
 Empathy _____ ○○○○○
 Expression _____ ○○○○○
 Intimidation _____ ○○○○○
 Leadership _____ ○○○○○
 Streetwise _____ ○○○○○
 Subterfuge _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
 Drive _____ ○○○○○
 Etiquette _____ ○○○○○
 Firearms _____ ○○○○○
 Melee _____ ○○○○○
 Performance _____ ○○○○○
 Repair _____ ○○○○○
 Security _____ ○○○○○
 Stealth _____ ○○○○○
 Survival _____ ○○○○○

Knowledges

Bureaucracy _____ ○○○○○
 Computer _____ ○○○○○
 Enigmas _____ ○○○○○
 Investigation _____ ○○○○○
 Law _____ ○○○○○
 Linguistics _____ ○○○○○
 Medicine _____ ○○○○○
 Occult _____ ○○○○○
 Politics _____ ○○○○○
 Science _____ ○○○○○

Advantages

Powers

Backgrounds

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

Other Traits

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

Rage

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

Health

Bruised _____ □
 Hurt -1 _____ □
 Injured -1 _____ □
 Wounded -2 _____ □
 Mauled -2 _____ □
 Crippled -5 _____ □
 Incapacitated _____ □

Taints

Gnosis

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

Willpower

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

Experience

Break Legion:

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Merits & Flaws

Merit	Type	Cost

Description

Age _____ Height _____

Hair _____ Weight _____

Eyes _____ Race _____

Sex _____ Nationality _____

History

Recruitment

Possession

Transformation

Present

Equipment

Gear (carried)

Possessions (owned)

Fetishes

Item: _____ Level _____ Gnosis _____
Power _____

Power/Weapon	Cost	Roll	Difficulty	Damage	Range	Rate	Clip	Conceal	Rank

Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex+Brawl	5	Strength+1†
Body Slam	Dex+Brawl	7	Special
Claw	Dex+Brawl	6	Strength+2†
Gore	Dex+Brawl	7	Strength+2(+4)
Grapple	Dex+Brawl	6	Strength
Kick	Dex+Brawl	7	Strength+1
Punch	Dex+Brawl	6	Strength

†These Maneuvers do aggravated damage

P - Pocket J - Jacket T - Trenchcoat N - No concealment