



NAME:

NATURE:

AGE:

PLAYER:

DEMEANOR:

SEX:

RANK:

ALLIANCE:

EXPERIENCE:

### ATTRIBUTES

#### PHYSICAL

#### SOCIAL

#### MENTAL

Strength \_\_\_\_\_ ●0000

Charisma \_\_\_\_\_ ●0000

Perception \_\_\_\_\_ ●0000

Dexterity \_\_\_\_\_ ●0000

Manipulation \_\_\_\_\_ ●0000

Intelligence \_\_\_\_\_ ●0000

Stamina \_\_\_\_\_ ●0000

Appearance \_\_\_\_\_ ●0000

Wits \_\_\_\_\_ ●0000

### ABILITIES

#### TALENTS

#### SKILLS

#### KNOWLEDGES

Alertness \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Athletics \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Brawl \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Dodge \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Empathy \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Expression \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Intimidation \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Leadership \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Streetwise \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Subterfuge \_\_\_\_\_ 00000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

### COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

#### ARMOR

CLASS: \_\_\_\_\_

RATING: \_\_\_\_\_

PENALTY: \_\_\_\_\_

### POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

#### HEALTH


Bruised		<input type="checkbox"/>
Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### MERITS & FLAWS & DESCRIPTION

MERIT

COST FLAW

BONUS

PLACE OF BIRTH: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

RACE: \_\_\_\_\_

NATIONALITY: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

WEIGHT: \_\_\_\_\_


### OTHER TRAITS

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Conscience \_\_\_\_\_ ●0000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Self-Control \_\_\_\_\_ ●0000

\_\_\_\_\_ 00000

\_\_\_\_\_ 00000

Courage \_\_\_\_\_ ●0000

