



NAME: _____

AGE (IN JULY, 2011): _____

ATTRIBUTES

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

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

OTHER TRAITS

MERITS

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

FLAWS

SIZE: _____
SPEED: _____
DEFENSE: _____
ARMOR: _____
INITIATIVE MOD: _____
EXPERIENCE: _____

HEALTH

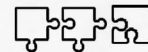
○○○○○○○○○○○○○○○○
□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○○○○○
□□□□□□□□□□

○○○○○○○○○○○○○○
□□□□□□□□□□

HINT TRACK



Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____