

NAME: _____ **ROOM FOR DESCRIPTION:** _____
DATE OF BIRTH / AGE: _____
RACE: _____
PLAYER: _____
CONCEPT: _____

ATTRIBUTES

STRENGTH:	INTELLIGENCE:	PRESENCE:	FORCE:
DEXTERITY:	WITS:	MANIPULATION:	
CONSTITUTION:	RESOLVE:	CONTROL:	

STATUS

HEALTH

BALANCE

| |

INITIATIVE: _____ *(Dexterity + Control)*
DEFENSE: _____ *(Lower of Dexterity or Wits + Athletics)*
SPEED: _____ *(Strength + Dexterity + Size)*
SIZE: _____ *(5, unless modified)*
PERCEPTION: _____ *(Wits + Control)*

SKILLS

PHYSICAL [-1 UNSKILLED]

Athletics: _____
Pilot: _____
Survival: _____
Stealth: _____
Sleight of Hand: _____
Brawl: _____
Weaponry: _____
Firearms: _____

MENTAL [-3 UNSKILLED]

Academics: _____
Science: _____
Technology: _____
Crafts: _____
Occult: _____
Medicine: _____
Investigation: _____

SOCIAL [-1 UNSKILLED]

Empathy: _____
Expression: _____
Persuasion: _____
Intimidation: _____
Subterfuge: _____
Socialize: _____

CHARACTER POINTS

TRAITS

WEAPONS

Name	Damage	Range	Init	Tags
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

PLACE FOR NOTES / EQUIPMENT

