

MALEFACTOR

NAME:

NATURE:

VISAGE

PLAYER:

DEMEANOR:

FACTION:

CHRONICLE:

CONCEPT:

RANK:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

SOCIAL

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

MENTAL

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Intuition _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

SKILLS

Animal Ken _____ 00000
 Crafts _____ 00000
 Demolitions _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Technology _____ 00000

KNOWLEDGES

Academics _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Religion _____ 00000
 Research _____ 00000
 Science _____ 00000

ADVANTAGES

BACKGROUNDS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

LORE

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

VIRTUES

Conscience _____ 00000
 Conviction _____ 00000
 Courage _____ 00000

Apocalyptic Form

Low Torment Abilities

High Torment Abilities

0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

TORMENT

Permanent

0 0 0 0 0 0 0 0 0 0

Temporary

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
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HEALTH

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

EXPERIENCE

