

# MALEFACTOR

NAME:

NATURE:

FACTION:

PLAYER:

DEMEANOR:

VISAGE:

CHRONICLE:

CONCEPT:

RANK:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000000  
 Dexterity \_\_\_\_\_ 00000000  
 Stamina \_\_\_\_\_ 00000000

### SOCIAL

Charisma \_\_\_\_\_ 00000000  
 Manipulation \_\_\_\_\_ 00000000  
 Appearance \_\_\_\_\_ 00000000

### MENTAL

Perception \_\_\_\_\_ 00000000  
 Intelligence \_\_\_\_\_ 00000000  
 Wits \_\_\_\_\_ 00000000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Awareness \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Intuition \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### SKILLS

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Religion \_\_\_\_\_ 00000  
 Research \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 \_\_\_\_\_ 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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### FAITH

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

### HEALTH

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

### EXPERIENCE

