

# 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  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### LORE

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### VIRTUES

Conscience \_\_\_\_\_ 00000  
 Conviction \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

### HEALTH

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

### OTHER TRAITS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### 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

### EXPERIENCE



# MALEFACTOR

## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	COST

## APOCALYPTIC FORM

LOW TORMENT ABILITIES	HIGH TORMENT ABILITIES	APPEARANCE

## RITUALS

## ADDITIONAL LORE PATHS

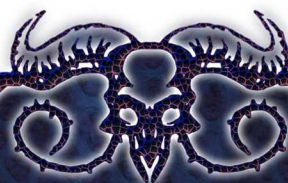
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## RELICS

NAME	TYPE	ACTIVATION COST

## PACTS

NAME	GIFTS	OFFERED FAITH



# MALEFACTOR

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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EMINENCE

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FAME

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FOLLOWERS

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INFLUENCE

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LEGACY

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MENTOR

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PACTS

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PARAGON

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RESOURCES

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OTHER (\_\_\_\_\_)

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## POSSESSIONS

GEAR (CARRIED)

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EQUIPMENT (OWNED)

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MISC.

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## BASTIONS

LOCATION

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DESCRIPTION

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## COMBAT

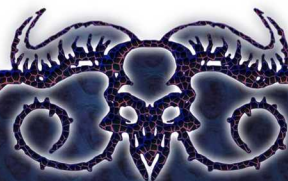
WEAPON/ATTACK	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

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# MALEFACTOR

## HISTORY

### THE WAR

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### PRELUDE

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## MORTAL APPEARANCE

AGE: \_\_\_\_\_

APPARENT AGE: \_\_\_\_\_

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

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

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

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

SEX: \_\_\_\_\_

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

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

DISTINGUISHING CHARACTERISTICS: \_\_\_\_\_

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## FACTION NOTES

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## COURT NOTES

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