

MARTIAL

Name:

Ambition:

Drive:

Player:

Desire:

Profession:

Chronicle:

Concept:

Cell:

ATTRIBUTES

PHYSICAL

Strength 00000
Dexterity 00000
Stamina 00000

SOCIAL

Charisma 00000
Manipulation 00000
Composure 00000

MENTAL

Intelligence 00000
Wits 00000
Resolve 00000

SKILLS

Athletics 00000
Brawl 00000
Craft 00000
Drive 00000
Firearms 00000
Larceny 00000
Melee 00000
Stealth 00000
Survival 00000

Animal Ken 00000
Etiquette 00000
Insight 00000
Intimidation 00000
Leadership 00000
Performance 00000
Persuasion 00000
Streetwise 00000
Subterfuge 00000

Academics 00000
Awareness 00000
Finance 00000
Investigation 00000
Medicine 00000
Occult 00000
Politics 00000
Science 00000
Technology 00000

EDGES & PERKS

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HEALTH

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WILLPOWER

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DESPERATION DANGER DESPAIR

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REDEMPTION

CREED FIELD

TOUCHSTONES

MARTIAL

ADVANTAGES

BACKGROUNDS

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
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MERITS

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
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FLAWS

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WEAPONS

WEAPON	DAMAGE
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EXPERIENCE

Total: _____
Spent: _____

BIOGRAPHY

Age: _____ Apparent Age: _____ Date of Birth: _____

Appearance: _____

Distinguishing Features: _____

History: _____

POSSESSIONS

CHRONICLE TENETS

NOTES