

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	Animal Ken	00000	Academics	00000
Brawl	00000	Etiquette	00000	Awareness	00000
Craft	00000	Insight	00000	Finance	00000
Drive	00000	Intimidation	00000	Investigation	00000
Firearms	00000	Leadership	00000	Medicine	00000
Larceny	00000	Performance	00000	Occult	00000
Melee	00000	Persuasion	00000	Politics	00000
Stealth	00000	Streetwise	00000	Science	00000
Survival	00000	Subterfuge	00000	Technology	00000

EDGES & PERKS

_____	_____
_____	_____
_____	_____
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HEALTH

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WILLPOWER

□□□□ □□□□

DESPERATION DANGER DESPAIR
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REDEMPTION

CREED FIELD

TOUCHSTONES

MARTIAL

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

WEAPONS

VEHICLES

NAME	DAMAGE
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SPECIAL ITEMS

ITEM NAME	EDGE	DETAILS
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SAFE HOUSE

No Safe House? Safe House Rating: OOOOO

Safe House Name: _____

Safe House Merits

<hr/>	OOOOO	<hr/>	OOOOO
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Location/Description: _____

MARTIAL

HISTORY

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

Nationality: _____

Race: _____

Hair: _____

Eyes: _____

Height: _____

Weight: _____

Gender: _____

VISUALS

RELATIONSHIP MAP

CHARACTER SKETCH

