

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-----

HEALTH

□□□□□ □□□□□

WILLPOWER

□□□□□ □□□□□

DESPERATION DANGER DESPAIR

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REDEMPTION

CREED FIELD

TOUCHSTONES

MARTIAL

-- ADVANTAGES --

BACKGROUNDS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

---- 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 -----