JUDGE

NAME: NATURE: PRIMARY VIRTUE: Zeal
PLAYER: DEMEANOR: STARTING CONVICTION: 3
CHRONICLE: CONCEPT: ORGANIZATION:

ATTRIBUTES

PHYSICAL
Strength ●OOOO
Dexterity ●OOOO
Stamina ●OOOO

SOCIAL
Charisma ●OOOO
Manipulation ●OOOO
Appearance ●OOOO

MENTAL
Perception ●OOOO
Intelligence ●OOOO
Wits ●OOOO

ABILITIES

TALENTS
Alertness OOOOO
Athletics OOOOO
Awareness OOOOO
Brawl OOOOO
Dodge OOOOO
Empathy OOOOO
Expression OOOOO
Intimidation OOOOO
Intuition OOOOO
Leadership OOOOO
Streetwise OOOOO
Subterfuge OOOOO

SKILLS
Animal Ken OOOOO
Crafts OOOOO
Demolitions OOOOO
Drive OOOOO
Etiquette OOOOO
Firearms OOOOO
Melee OOOOO
Performance OOOOO
Security OOOOO
Stealth OOOOO
Survival OOOOO
Technology OOOOO

KNOWLEDGES
Academics OOOOO
Bureaucracy OOOOO
Computer OOOOO
Finance OOOOO
Investigation OOOOO
Law OOOOO
Linguistics OOOOO
Medicine OOOOO
Occult OOOOO
Politics OOOOO
Research OOOOO
Science OOOOO

ADVANTAGES

EDGES

NAME	CREED	LEVEL	TRIGGER
		OOOOO	
		OOOOO	
		OOOOO	
		OOOOO	
		OOOOO	
		OOOOO	
		OOOOO	
		OOOOO	
		OOOOO	
		OOOOO	

VIRTUES

	MERCY Score	MERCY Spent	VISION Score	VISION Spent	ZEAL Score	ZEAL Spent
1	O		O		O	
2	O		O		O	
3	O		O		O	
4	O		O		O	
5	O		O		O	
6	O		O		O	
7	O		O		O	
8	O		O		O	
9	O		O		O	
10	O		O		O	

BACKGROUNDS
OOOOO
OOOOO
OOOOO
OOOOO
OOOOO

DERANGEMENTS

CONVICTION
●●●OOOOOOO

WILLPOWER
OOOOOOOOOO
□□□□□□□□□□

EXPERIENCE

HEALTH

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