

Wayward

NAME:

NATURE:

PRIMARY VIRTUE:

PLAYER:

DEMEANOR:

STARTING CONVICTION:

CHRONICLE:

CONCEPT:

ORGANIZATION:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

Alertness _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Intuition _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Animal Ken _____ 00000
 Crafts _____ 00000
 Demolitions _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Technology _____ 00000

Academics _____ 00000
 Bureaucracy _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Research _____ 00000
 Science _____ 00000

ADVANTAGES

EDGES

VIRTUES

NAME

CREED

LEVEL

TRIGGER

MERCY

VISION

ZEAL

Score Spent

Score Spent

Score Spent

_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____

1	0	1	0	1	0
2	0	2	0	2	0
3	0	3	0	3	0
4	0	4	0	4	0
5	0	5	0	5	0
6	0	6	0	6	0
7	0	7	0	7	0
8	0	8	0	8	0
9	0	9	0	9	0
100	_____	100	_____	100	_____

BACKGROUNDS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

CONVICTION

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

EXPERIENCE

HEALTH

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

DERANGEMENT'S

