

INNOCENT

MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

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

EDGES

NAME	CREED	LEVEL	TRIGGER
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____

DERANGEMENT'S

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

ARMOR

Class: _____
Rating: _____
Penalty: _____
Description: _____

INNOCENT

EXPANDED BACKGROUNDS

ALLIES

ARSENAL

BYSTANDERS

CONTACTS

DESTINY

EXPOSURE

FAME

INFLUENCE

MENTOR

PATRON

RESOURCES

OTHER()

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC.

EXPERIENCE

Total:
Gained From:

EXPERIENCE

Total Spent:
Spent On:

RESIDENCE

LOCATION

DESCRIPTION
