

MARTYR

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

PRIMARY VIRTUE:
STARTING CONVICTION:
ORGANIZATION:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

SOCIAL

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

MENTAL

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

ABILITIES

TALENTS

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

SKILLS

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

KNOWLEDGES

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

| NAME | CREED | LEVEL | TRIGGER |
|-------|-------|-------|---------|
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |
| _____ | _____ | 00000 | _____ |

VIRTUES

| MERCY | VISION | ZEAL |
|-------------|-------------|-------------|
| Score Spent | Score Spent | Score Spent |
| 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
_____ 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
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

MARTYR

MERIT'S & FLAWS

| MERIT | TYPE | COST | FLAW | TYPE | BONUS |
|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

OTHER TRAIT'S

| | | | | | |
|-------|-------|-------|-------|-------|-------|
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |

EDGES

| NAME | CREED | LEVEL | TRIGGER |
|-------|-------|-------|---------|
| _____ | _____ | 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: _____

MARTYR

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
