

# Marauder

Name:  
 Player:  
 Chronicle:

Nature:  
 Demeanor:  
 Essence:

Method:  
 Faction:  
 Concept:

## Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

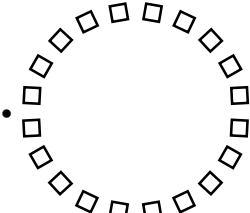
## Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Academics _____ 00000
Art _____ 00000	Drive _____ 00000	Computer _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Cosmology _____ 00000
Awareness _____ 00000	Firearms _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Martial Arts _____ 00000	Esoterica _____ 00000
Empathy _____ 00000	Meditation _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Research _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000
_____ 00000	_____ 00000	_____ 00000

## Spheres

Correspondence _____ 00000	Life _____ 00000	Prime _____ 00000
Entropy _____ 00000	Matter _____ 00000	Spirit _____ 00000
Forces _____ 00000	Mind _____ 00000	Time _____ 00000

## Advantages

Backgrounds	Arete	Health
_____ 00000	0 0 0 0 0 0 0 0 0 0 0 0	Bruised <input type="checkbox"/>
_____ 00000		Hurt -1 <input type="checkbox"/>
_____ 00000	<b>Willpower</b>	Injured -1 <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0 0	Wounded -2 <input type="checkbox"/>
_____ 00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mauled -2 <input type="checkbox"/>
_____ 00000		Crippled -5 <input type="checkbox"/>
	<b>Quintessence</b>	Incapacitated <input type="checkbox"/>
<b>Other Traits</b>		<b>Quiet</b>
_____ 00000		0 0 0 0 0 0 0 0 0 0 0 0
_____ 00000		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
_____ 00000		<b>Experience</b>
_____ 00000		<input type="text"/>
_____ 00000	<b>Paradox</b>	

# Marauder

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Other Traits

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

## Magic

Wonders

Focus

Paradigm

Practice

Rites

Instruments

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: \_\_\_\_\_

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Description:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Marauder

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## Expanded Background

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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## Possessions

**Gear (Carried)**

**Equipment (Owned)**

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**Familiar**

**Grimoires**

_____	_____
_____	_____
_____	_____

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## Quiet

_____
_____
_____
_____
_____

# Marauder

## History

### Awakening

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### Goals/Destiny

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Seekings: \_\_\_\_\_

Quiets: \_\_\_\_\_

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## Description

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Age of Awakening: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Ethnicity: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Gender: \_\_\_\_\_

Appearance/Nature of Avatar: \_\_\_\_\_

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## Visuals

Cabal Chart

Character Sketch

