



NAME:
PLAYER:
CHRONICLE:

STYLE:
SCHOOL:
SEX:

NATURE:
DEMEANOR:
ROLE:

ATTRIBUTES

PHYSICAL

Strength _____ 00000000
Dexterity _____ 00000000
Stamina _____ 00000000

SOCIAL

Charisma _____ 00000000
Manipulation _____ 00000000
Appearance _____ 00000000

MENTAL

Perception _____ 00000000
Intelligence _____ 00000000
Wits _____ 00000000

ABILITIES

TALENTS

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

SKILLS

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

KNOWLEDGES

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

ADVANTAGES

BACKGROUNDS

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

TECHNIQUES

Punch _____ 00000000
Kick _____ 00000000
Uppercut _____ 00000000
Grab _____ 00000000
Block _____ 00000000
Focus _____ 00000000
Headbutt _____ 00000000
Pin - Attack _____ 00000000
Wrist - Lock _____ 00000000

NOTES

WEAPON/ATTACK	R/M/F	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL
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_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

ARMOR

Rating: _____
Penalty: _____
Description: _____



NAME:

STYLE:

CHI 0000000000
□□□□□□□□□□WILLPOWER 0000000000
□□□□□□□□□□0000000000
□□□□□□□□□□HEALTH 0000000000
□□□□□□□□□□

PUNCHES:

Jab (+2 / -1 / +0)
Strong (+0 / +1 / +0)
Fierce (-1 / +3 / -1)

SPEED

DAMAGE

MOVE

KICKS:

Short (+1 / +0 / +0)
Forward (+0 / +2 / -1)
Roundhouse (-2 / +4 / -1)

SPEED

DAMAGE

MOVE

GRAB: (+0 / +0 / 1)

SPEED

DAMAGE

MOVE

BLOCK: (+4 / 0 / 0)

MOVEMENT: (+3 / 0 / +3)

STRENGTH

00000000

DEXTERITY

00000000

STAMINA

00000000

CHARISMA

00000000

MANIPULATION

00000000

APPEARANCE

00000000

PERCEPTION

00000000

INTELLIGENCE

00000000

WITS

00000000

SPECIAL MANEUVERS:

SPEED

DAMAGE

MOVE

SPECIAL NOTES

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

COMBOS:

TECHNIQUES

CHARACTER

Punch	00000000
Kick	00000000
Uppercut	00000000
Grab	00000000
Block	00000000
Focus	00000000
Headbutt	00000000
Pin - Attack	00000000
Wrist - Lock	00000000