

== MORE THAN HUMAN ==

CODENAME:
REAL NAME:
PLAYER:

VIRTUE:
VICE:
CONCEPT:

ALIGNMENT:
AFFILIATION:
CHRONICLE:

== ATTRIBUTES ==

Intelligence 0000000000	Strength 0000000000	Presence 0000000000
Wits 0000000000	Dexterity 0000000000	Manipulation 0000000000
Resolve 0000000000	Stamina 0000000000	Composure 0000000000

== SKILLS ==

MENTAL

(-3 unskilled)

Academics _____	0000000000
Computer _____	0000000000
Crafts _____	0000000000
Investigation _____	0000000000
Medicine _____	0000000000
Occult _____	0000000000
Politics _____	0000000000
Science _____	0000000000

PHYSICAL

(-1 unskilled)

Athletics _____	0000000000
Brawl _____	0000000000
Drive _____	0000000000
Firearms _____	0000000000
Larceny _____	0000000000
Stealth _____	0000000000
Survival _____	0000000000
Weaponry _____	0000000000

SOCIAL

(-1 unskilled)

Animal Ken _____	0000000000
Empathy _____	0000000000
Expression _____	0000000000
Intimidation _____	0000000000
Persuasion _____	0000000000
Socialize _____	0000000000
Streetwise _____	0000000000
Subterfuge _____	0000000000

== OTHER TRAITS ==

POWERS

_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000

MERITS

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

FLAWS/WEAKNESS

HEALTH

000000000000000000
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WILLPOWER

0000000000
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POWER LEVEL

0000000000

VERVE

□□□□□□□□□□
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MORALITY

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

Size: _____ Armor: _____
Speed: _____ Defense: _____
Initiative Mod: _____

== WEAPONS & EQUIPMENT ==

Attributes 5/4/3•Skills 11/7/4 (+3 Specialties) Power Level 1 (May be increased with Merit points)•Merits 7•(Buying the fifth dot in Attributes, Skills or Merits costs two points; no stat may be raised above 5 without spending Experience)•Health = Stamina + Size•Willpower = Resolve + Composure Size = 5 for adult metahuman•
Defense = lowest of Dexterity or Wits•Initiative Mod = Dexterity + Composure•Speed = Strength + Dexterity + 5•Starting Morality = 7