

# SIN CITY

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Vice:

Age:  
Sex:  
Concept:

## 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  
Streewise\_\_\_\_\_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

### OTHER TRAITS

\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000

### BACKGROUNDS

\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000

### VIRTUES

Conscience\_\_\_\_\_00000  
Self-Control\_\_\_\_\_00000  
Courage\_\_\_\_\_00000

## MERITS & FLAWS

Merit \_\_\_\_\_ Cost \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Flaw \_\_\_\_\_ Cost \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## HUMANITY

0 0 0 0 0 0 0 0 0 0

## WILLPOWER

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

Weapon/Attack \_\_\_\_\_ Dif. \_\_\_\_\_ Damage \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## HEALTH

Bruised \_\_\_\_\_ □  
Hurt - 1 \_\_\_\_\_ □  
Injured - 1 \_\_\_\_\_ □  
Wounded - 2 \_\_\_\_\_ □  
Mauled - 2 \_\_\_\_\_ □  
Crippled - 5 \_\_\_\_\_ □  
Incapacitated \_\_\_\_\_ □

## EXPERIENCE