THE MATRIX

NAME: VIRTUE: CONCEPT:

PLAYER: VICE: CHRONICLE:

ATTRIBUTES

POWER	Intelligence	●OOOO	Strength	●OOOO	Presence	●OOOO
FINESSE	Wits	●OOOO	Dexterity	●OOOO	Manipulation	●OOOO
RESISTANCE	Resolve	●OOOO	Stamina	●OOOO	Composure	●OOOO

SKILLS

MENTAL

(-3 unskilled)

Academics _____ OOOOO
Computer _____ OOOOO
Crafts _____ OOOOO
Investigation _____ OOOOO
Matrix Lore _____ OOOOO
Medicine _____ OOOOO
Politics _____ OOOOO
Science _____ OOOOO

PHYSICAL

(-1 unskilled)

Atheltics _____ OOOOO
Brawl _____ OOOOO
Drive _____ OOOOO
Firearms _____ OOOOO
Larceny _____ OOOOO
Stealth _____ OOOOO
Survival _____ OOOOO
Weaponry _____ OOOOO

SOCIAL

(-1 unskilled)

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

OTHER TRAITS

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

_____
_____
_____

SIZE: _____ SPEED: _____
DEFENSE: ____ ARMOR: _____
INITATIVE MOD: _____

HEALTH

OOOOOOOOOOOOO
□□□□□□□□□□□□□□

WILLPOWER

OOOOOOOOOOO
□□□□□□□□□□□

BELIEF

OOOOOOOOOOO

FOCUS

□□□□□□□□□□□
□□□□□□□□□□□

MORALITY

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

WEAPON/ATTACK	DICE MOD.	RANGE	CLIP	SIZE

EQUIPMENT	DURABILITY	STRUCTURE	SIZE	COST