

# MAFIA

Name:  
Player:

Nature:  
Demeanor:

Family:  
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  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

### Skills

Animal Ken \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Larceny \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000

### Knowledges

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Finance \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000

## Abilities

### Backgrounds

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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### Other Traits

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\_\_\_\_\_ 00000  
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### Virtues

Conscience \_\_\_\_\_ 00000  
Self-Control \_\_\_\_\_ 00000  
Courage \_\_\_\_\_ 00000

### Other Traits

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### Humanity

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### Willpower

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### Blood Pool

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### Health

Bruised   
Hurt -1   
Injured -1   
Wounded -2   
Mauled -2   
Crippled -5   
Incapacitated

### Experience

# MAFIA

## Other Traits

\_\_\_\_ 00000  
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## History

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## Goals

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## Merits & Flaws

Merit

Cost

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Flaw

Bonus

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## Description

Age: \_\_\_\_\_  
 Apparent Age: \_\_\_\_\_  
 Sex: \_\_\_\_\_  
 Race: \_\_\_\_\_

Hair: \_\_\_\_\_  
 Eyes: \_\_\_\_\_  
 Height: \_\_\_\_\_  
 Weight: \_\_\_\_\_

## Gear & Equipment

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 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_

## Derangements

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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Languages

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 \_\_\_\_\_  
 \_\_\_\_\_