Marauder

Name: | Nature: | Method:
Player: | Essence: | Concept:
Chronicle: | Demeanor: | Faction:

Attributes

Physical
Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social
Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental
Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents
Alertness ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills
Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Meditation ○○○○○
Melee ○○○○○
Performance ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

Knowledges
Academics ○○○○○
Computer ○○○○○
Cosmology ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Science ○○○○○

Spheres

Correspondence ○○○○○
Entropy ○○○○○
Forces ○○○○○
Life ○○○○○
Matter ○○○○○
Mind ○○○○○
Prime ○○○○○
Spirit ○○○○○
Time ○○○○○

Advantages

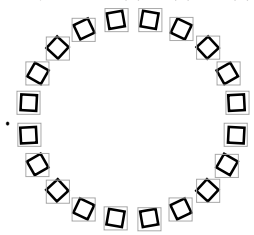
Backgrounds
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Arete
● ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower
● ● ● ● ● ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Quiet
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Other Traits
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Quintessence


Paradox

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

Resonance
Dynamic ●○○○○
Entropic ○○○○○
Static ○○○○○

Experience

Marauder

Other Traits

_____ ooooo
_____ ooooo
_____ ooooo
_____ ooooo
_____ ooooo
_____ ooooo
_____ ooooo
_____ ooooo
_____ ooooo

Rotes

Wonders

Name: _____
Description: _____

Name: _____
Description: _____

Name: _____
Description: _____

Name: _____
Description: _____

Merits & Flaws

Merit	Cost	Flaw	Bonus

History

Goals/Destiny

Description

Age: _____
Apparent Age: _____
Sex: _____
Race: _____

Hair: _____
Eyes: _____
Height: _____
Weight: _____

Gear & Equipment

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip