

# Marauder

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 ESSENCE:  
 DEITY/ANOR:

METHOD:  
 CONCEPT:  
 FACTION:

## 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  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

### SKILLS

Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Meditation \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Cosmology \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## SPHERES

Correspondence \_\_\_\_\_ 00000  
 Entropy \_\_\_\_\_ 00000  
 Forces \_\_\_\_\_ 00000

Life \_\_\_\_\_ 00000  
 Matter \_\_\_\_\_ 00000  
 Mind \_\_\_\_\_ 00000

Prime \_\_\_\_\_ 00000  
 Spirit \_\_\_\_\_ 00000  
 Time \_\_\_\_\_ 00000

## ADVANTAGES

### BACKGROUNDS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### ARETE

0 0 0 0 0 0 0 0 0 0 0 0

### WILLPOWER

0 0 0 0 0 0 0 0 0 0 0 0

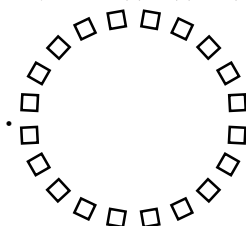
### HEALTH

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

### QUIET

0 0 0 0 0 0 0 0 0 0 0 0

### QUINTESSENCE



### OTHER TRAITS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### RESONANCE

Dynamic \_\_\_\_\_ 00000  
 Entropic \_\_\_\_\_ 00000  
 Static \_\_\_\_\_ 00000

### EXPERIENCE

### PARADOX

# Marauder

## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## OTHER TRAITS

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

## MAGIC

### WONDERS

### ROTES

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
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\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

NAME: \_\_\_\_\_  
 POINTS: \_\_\_\_\_ ARETE: \_\_\_\_\_ QUINTESSENCE: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

### ARTIFOR

CLASS: \_\_\_\_\_  
 RATING: \_\_\_\_\_  
 PENALTY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Marauder

## EXPANDED BACKGROUNDS

ALLIES

NODE

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CONTACTS

RESOURCES

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FATIE

RETAINERS

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INFLUENCE

SANCTUM

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LIBRARY

OTHER( \_\_\_\_\_ )

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## POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FOCI

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FAMILIAR

GRITTOIRE

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## QUIET

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# Marauder

## HISTORY

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## GOALS/DESTINY

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## DESCRIPTION

AGE: \_\_\_\_\_

APPARENT AGE: \_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_

AGE OF AWAKENING: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

RACE: \_\_\_\_\_

NATIONALITY: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

SEX: \_\_\_\_\_

APPEARANCE/NATURE OF AVATAR: \_\_\_\_\_

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## VISUALS

CABAL CHART

CHARACTER SKETCH

