

★ DOGS OF WAR ★

Name: _____ Virtue: _____ Military Branch: _____
 Player: _____ Vice: _____ Rank: _____
 Chronicle: _____ Concept: _____ Unit: _____

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

Mental

(-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Physical

(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

Social

(-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

OTHER TRAITS

Merits

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

Size: _____
 Speed: _____
 Defense: _____
 Armor: _____
 Initiative Mod: _____
 Experience: _____

Health

00000000000000
 □□□□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Morality

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

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OTHER TRAITS

00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000

FLAWS

EXPERIENCE

TOTAL:

Gained From: _____

TRIGGERS

Type: _____

Description: _____

Type: _____

Description: _____

Type: _____

Description: _____

TOTAL SPENT: _____

Spent On: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

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EXPANDED MERITS

Allies

Contacts

Fame

Other(_____)

Mentor

Resources

Retainer

Other(_____)

POSSESSIONS

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Vehicle	Durability	Structure	Size	Acceleration	Safe Speed	Max Speed	Handling
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

BASE OF OPERATIONS

Location	Description
_____	_____
_____	_____
_____	_____

DOGS OF WAR

HISTORY

Goals

DESCRIPTION

Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Distinguishing Characteristics: _____

VISUALS

Unit Chart

Character Sketch

