

NAME:
SERIES:

ORIGIN:
NATURE:

APTITUDE:
ALLEGIANCE:



PHYSICAL

ATTRIBUTES AND ABILITIES

MENTAL

SOCIAL

STRENGTH ●○○○○○

Brawl _____ ○○○○○○

Might _____ ○○○○○○

DEXTERITY ●○○○○○

Athletics _____ ○○○○○○

Drive _____ ○○○○○○

Firearms _____ ○○○○○○

Legdermain _____ ○○○○○○

Marital Arts _____ ○○○○○○

Melee _____ ○○○○○○

Plot _____ ○○○○○○

Stealth _____ ○○○○○○

STAMINA ●○○○○○

Endurance _____ ○○○○○○

Resistance _____ ○○○○○○

PERCEPTION ●○○○○○

Awareness _____ ○○○○○○

Investigation _____ ○○○○○○

INTELLIGENCE ●○○○○○

Academics _____ ○○○○○○

Bureaucracy _____ ○○○○○○

Engineering _____ ○○○○○○

Intrusion _____ ○○○○○○

Linguistics _____ ○○○○○○

Medicine _____ ○○○○○○

Science _____ ○○○○○○

Survival _____ ○○○○○○

WITS ●○○○○○

Arts _____ ○○○○○○

Meditation _____ ○○○○○○

Rapport _____ ○○○○○○

APPEARANCE ●○○○○○

Intimidation _____ ○○○○○○

Style _____ ○○○○○○

MANIPULATION ●○○○○○

Command _____ ○○○○○○

Interrogation _____ ○○○○○○

Subterfuge _____ ○○○○○○

CHARISMA ●○○○○○

Etiquette _____ ○○○○○○

Perform _____ ○○○○○○

Savvy _____ ○○○○○○

HEALTH

- Bruised _____
- Hurt _____
- Injured _____
- Wounded _____
- Maimed _____
- Crippled _____
- Incapacitated _____
- Dead _____

EQUIPMENT (OWNED)

PLAYER:

WILLPOWER

○○○○○○○○○○
□□□□□□□□

PSI

○○○○○○○○○○
□□□□□□□□

POSSESSIONS

CASH _____

GEAR (CARRIED)

COMBAT

ATTACK

AGG DMG RPF FT

ARMOR

Rtg BULK FT
B L

EXPERIENCE

INITIATIVE

MOVEMENT

WALK RUN SPRINT

APTITUDE

TELEPORTATION

BASIC TECHNIQUES

TRANSLLOCATION ○○○○○

TRANSMISSION ○○○○○

WARPING ○○○○○

AUXILIARY MODES

_____○

_____○

_____○

BACKGROUND INFORMATION

ALLIES

○○○○○

FOLLOWERS

○○○○○

CIPHER

○○○○○

INFLUENCE

○○○○○

CITIZENSHIP

○○○○○

MENTOR

○○○○○

CONTACTS

○○○○○

RESOURCES

○○○○○

DEVICES

○○○○○

STATUS

○○○○○



MERITS

TYPE

COST

FLAWS

TYPE

BONUS

APPEARANCE

Age _____

Hair _____ Eyes _____

Ht. _____ Wt. _____

Race _____ Gender _____

Nationality _____

Native Language _____