

# Break Legion:

A Players Guide to Somori

Name:

Nature:

Rank:

Player:

Demeanor:

First Team:

Chronicle:

Breed:

Concept:

## Attributes

### Physical

Strength \_\_\_\_\_ ●0000  
 Dexterity \_\_\_\_\_ ●0000  
 Stamina \_\_\_\_\_ ●0000

### Social

Charisma \_\_\_\_\_ ●0000  
 Manipulation \_\_\_\_\_ ●0000  
 Appearance \_\_\_\_\_ ●0000

### Mental

Perception \_\_\_\_\_ ●0000  
 Intelligence \_\_\_\_\_ ●0000  
 Wits \_\_\_\_\_ ●0000

## Abilities

### Talents

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Intuition \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

### Skills

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

### Knowledges

Bureaucracy \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## Advantages

### Powers

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

### Backgrounds

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

### Other Traits

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

### Rage

0 0 0 0 0 0 0 0 0 0

### Health

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

### Cincks

0 0 0 0 0 0 0 0 0 0

### Willpower

0 0 0 0 0 0 0 0 0 0

### Experience

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## Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|------|------|------|------|-------|
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |

### Other Traits

|  |       |
|--|-------|
|  | 00000 |
|  | 00000 |
|  | 00000 |
|  | 00000 |
|  | 00000 |
|  | 00000 |

### Fetishes

|              |              |             |
|--------------|--------------|-------------|
| Item: _____  | Level: _____ | Asks: _____ |
| Power: _____ |              |             |
| Item: _____  | Level: _____ | Asks: _____ |
| Power: _____ |              |             |
| Item: _____  | Level: _____ | Asks: _____ |
| Power: _____ |              |             |

## Powers/Taints

|               |             |               |              |
|---------------|-------------|---------------|--------------|
| Power: _____  | Cost: _____ | Taint: _____  | Bonus: _____ |
| System: _____ |             | System: _____ |              |
| Power: _____  | Cost: _____ | Taint: _____  | Bonus: _____ |
| System: _____ |             | System: _____ |              |
| Power: _____  | Cost: _____ | Taint: _____  | Bonus: _____ |
| System: _____ |             | System: _____ |              |
| Power: _____  | Cost: _____ | Taint: _____  | Bonus: _____ |
| System: _____ |             | System: _____ |              |
| Power: _____  | Cost: _____ | Taint: _____  | Bonus: _____ |
| System: _____ |             | System: _____ |              |

## Combat

| Weapon/Attack | Diff. | Damage | Range | Rate | Ammo | Conceal |
|---------------|-------|--------|-------|------|------|---------|
|               |       |        |       |      |      |         |
|               |       |        |       |      |      |         |
|               |       |        |       |      |      |         |
|               |       |        |       |      |      |         |
|               |       |        |       |      |      |         |
|               |       |        |       |      |      |         |
|               |       |        |       |      |      |         |

### Brawling Chart

| Maneuver    | Roll        | Diff | Damage         |
|-------------|-------------|------|----------------|
| Bite        | Dex + Brawl | 5    | Strength + 1/A |
| Body Tackle | Dex + Brawl | 7    | Special/B      |
| Claw        | Dex + Brawl | 6    | Strength + 1/A |
| Grapple     | Dex + Brawl | 6    | Strength/B     |
| Kick        | Dex + Brawl | 7    | Strength + 1/B |
| Punch       | Dex + Brawl | 6    | Strength/B     |

A=Aggravated Damage B=Bashing Damage

Armor: \_\_\_\_\_

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## Expanded Backgrounds

Allies

Favors

Contacts

Mentor

Consecrated

Rank

Equipment

Resources

Other ( )

Other ( )

## Possessions

Gear (Carried)

Equipment (Owned)

Vehicles

Misc

Derangements

Experience

TOTAL:

Gained From:

TOTAL SPENT:

Spent On:

Languages

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## History

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## Description

|   |   |
|---|---|
| <p>Age: _____</p> <p>Apparent Age: _____</p> <p>Date of Birth: _____</p> <p>Hair: _____</p> <p>Eyes: _____</p> <p>Race: _____</p> <p>Nationality: _____</p> <p>Height: _____</p> <p>Weight: _____</p> <p>Sex: _____</p> | <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> |
|---|---|

## Visuals

*First Team Chart*

*Character Sketch*

