

# Renegades

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Shadow:

Life:  
Death:  
Regret:

## Attributes

Physical		Social		Mental	
Strength	00000	Charisma	00000	Perception	00000
Dexterity	00000	Manipulation	00000	Intelligence	00000
Stamina	00000	Appearance	00000	Wits	00000

## Abilities

Talents		Skills		Knowledges	
Alertness	00000	Crafts	00000	Bureaucracy	00000
Athletics	00000	Drive	00000	Computer	00000
Awareness	00000	Etiquette	00000	Enigmas	00000
Brawl	00000	Firearms	00000	Investigation	00000
Dodge	00000	Leadership	00000	Law	00000
Empathy	00000	Meditation	00000	Linguistics	00000
Expression	00000	Melee	00000	Medicine	00000
Intimidation	00000	Performance	00000	Occult	00000
Streetwise	00000	Repair	00000	Politics	00000
Subterfuge	00000	Stealth	00000	Science	00000

## Advantages

Backgrounds	Passions
_____ 00000	_____ 00000
_____ 00000	_____ 00000
_____ 00000	_____ 00000
_____ 00000	_____ 00000
_____ 00000	_____ 00000
_____ 00000	_____ 00000

### Arcanoi

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

### Corpus

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Willpower

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### Pathos

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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### Fetters

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

### Experience

# Renegades

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Other Traits

_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO

## Ancient/New Arts Known

_____
_____
_____
_____
_____

## Experience

TOTAL:

Gained From: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Artifacts/Relics

Item	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Total Spent: \_\_\_\_\_  
 Spent On: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Conceal	Pathos
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Armor

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Renegades

## Expanded Backgrounds

Allies

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Contacts

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Eidolon

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Legacy

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Memoriam

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Mentor

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Notoriety

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Status

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Wealth

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Other( )

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## Possessions

Gear(Carried)

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Vehicles

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Equipment(Owned)

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Misc

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## Haunts

Location

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Description

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