



NAME: \_\_\_\_\_ CONCEPT: \_\_\_\_\_

PLAYER: \_\_\_\_\_ MOTIVATION: \_\_\_\_\_

### ATTRIBUTES

STRENGTH \_\_\_\_\_ OOOOO CHARISMA \_\_\_\_\_ OOOOO PERCEPTION \_\_\_\_\_ OOOOO  
 DEXTERITY \_\_\_\_\_ OOOOO MANIPULATION \_\_\_\_\_ OOOOO INTELLIGENCE \_\_\_\_\_ OOOOO  
 STAMINA \_\_\_\_\_ OOOOO APPEARANCE \_\_\_\_\_ OOOOO WITS \_\_\_\_\_ OOOOO

### ABILITIES

#### WAR

ARCHERY \_\_\_\_\_ OOOOO  
 ATHLETICS \_\_\_\_\_ OOOOO  
 AWARENESS \_\_\_\_\_ OOOOO  
 DODGE \_\_\_\_\_ OOOOO  
 INTEGRITY \_\_\_\_\_ OOOOO  
 MARTIAL ARTS \_\_\_\_\_ OOOOO  
 MELEE \_\_\_\_\_ OOOOO  
 RESISTANCE \_\_\_\_\_ OOOOO  
 THROWN \_\_\_\_\_ OOOOO  
 WAR \_\_\_\_\_ OOOOO

#### LIFE

CRAFT \_\_\_\_\_ OOOOO  
 LARCENY \_\_\_\_\_ OOOOO  
 LINGUISTICS \_\_\_\_\_ OOOOO  
 PERFORMANCE \_\_\_\_\_ OOOOO  
 PRESENCE \_\_\_\_\_ OOOOO  
 RIDE \_\_\_\_\_ OOOOO  
 SAIL \_\_\_\_\_ OOOOO  
 SOCIALIZE \_\_\_\_\_ OOOOO  
 STEALTH \_\_\_\_\_ OOOOO  
 SURVIVAL \_\_\_\_\_ OOOOO

#### WISDOM

BUREAUCRACY \_\_\_\_\_ OOOOO  
 INVESTIGATION \_\_\_\_\_ OOOOO  
 LORE \_\_\_\_\_ OOOOO  
 MEDICINE \_\_\_\_\_ OOOOO  
 OCCULT \_\_\_\_\_ OOOOO

#### SPECIALTIES

\_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO

### ADVANTAGES

#### BACKGROUNDS

\_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO

#### MERITS & FLAWS

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

### WEAPONS

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 \_\_\_\_\_

### WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### HEALTH

SOAK

B \_\_\_\_\_ L \_\_\_\_\_ A \_\_\_\_\_

### VIRTUES

COMPASSION \_\_\_\_\_ TEMPERANCE \_\_\_\_\_  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

CONVICTION \_\_\_\_\_ VALOR \_\_\_\_\_  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### ESSENCE

○ ○ ○ ○ ○ ○ ○ ○

PERSONAL \_\_\_\_\_ | \_\_\_\_\_  
 PERIPHERAL \_\_\_\_\_ | \_\_\_\_\_  
 COMMITTED \_\_\_\_\_

### NOTES

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

-0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	D.V. EVADE
-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	PARRY
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
-4	<input type="checkbox"/>	MENTAL
INCAPACITATED	<input type="checkbox"/>	

### EXPERIENCE

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