HOBO
THE SQUATTING

Name:
Player:
Chronicle:

Nature:
Demeanor:
Derangement:

Age:
Community:
Faith:

ATTRIBUTES

Physical

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

ABILITIES

Talents

Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Soliciting ○○○○○
Streetwise ●●○○○
Subterfuge ○○○○○

Skills

Animal Ken ○○○○○
Bargain ○○○○○
Crafts ○○○○○
Drive ○○○○○
Firearms ○○○○○
Melee ○○○○○
Performance ○○○○○
Security ○○○○○
Stealth ●●○○○
Survival ●●●○○

Knowledges

Academics ○○○○○
Computer ○○○○○
Geography ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○

ADVANTAGES

Mad Hobo Skills

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Backgrounds

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Virtues

Conscience ●○○○○

Lunacy ●○○○○

Courage ●○○○○

Merits/Flaws

_____
_____
_____
_____
_____
_____
_____
_____

Enlightenment

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Faith

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

☐☐☐☐☐☐☐☐☐☐

Experience

Health

Bruised ☐
Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Roughed Up -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Knocked Out ☐