

THE MATRIX

Name:
Player:
Concept:

Nature:
Demeanor:
Chronicle:

ATTRIBUTES AND ABILITIES

PHYSICAL

Strength ●○○○○○

Brawl ○○○○○
Might ○○○○○
○○○○○

Dexterity ●○○○○○

Acrobatics ○○○○○
Athletics ○○○○○
Dodge ○○○○○
Drive ○○○○○
Firearms ○○○○○
MartialArts ○○○○○
Melee ○○○○○
Pilot ○○○○○
Stealth ○○○○○
APU Control ○○○○○

Stamina ●○○○○○

Endurance ○○○○○
Resistance ○○○○○
○○○○○
○○○○○

MENTAL

Perception ●○○○○○

Alertness ○○○○○
Awareness ○○○○○
Investigation ○○○○○

Intelligence ●○○○○○

Academics ○○○○○
Computer ○○○○○
Computer Hacking ○○○○○
Programming ○○○○○
Matrix Hacking ○○○○○
Engineering ○○○○○
History ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Security ○○○○○
Technology ○○○○○

Wits ●○○○○○

Arts ○○○○○
Empathy ○○○○○
Enigmas ○○○○○
○○○○○

SOCIAL

Appearance ●○○○○○

Intimidation ○○○○○
Style ○○○○○
○○○○○

Manipulation ●○○○○○

Interrogation ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○
○○○○○
○○○○○
○○○○○

Charisma ●○○○○○

Command ○○○○○
Etiquette ○○○○○
Expression ○○○○○
Performance ○○○○○
○○○○○
○○○○○

ADVANTAGES

Backgrounds

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

Permanent Flash Skills

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○○○○○
○○○○○
○○○○○
○○○○○

Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Experience

Matrix Manipulation

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Construct Manipulation

●○○○○○○○○○○○○

Digital-Self Manipulation

●○○○○○○○○○○○○

Neural Flash

●○○○○○○○○○○○○

Temporary Flash Skill

□□□□□□

Virtues

Conscience ●○○○○○

Self-Control ●○○○○○

Courage ●○○○○○

Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated