

MUTANT

NAME:
NICKNAME:
PLAYER:

NATURE:
DEMEANOR:
PROFESSION:

FACTION:
CHRONICLE:
RESIDENCE:

Attributes

PHYSICAL

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

SOCIAL

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

MENTAL

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

Abilities

TALENTS

Alertness _____ ○○○○○
Athletics _____ ○○○○○
Brawl _____ ○○○○○
Dodge _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Intuition _____ ○○○○○
Leadership _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

SKILLS

Crafts _____ ○○○○○
Demolitions _____ ○○○○○
Drive _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ○○○○○
Security _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○
Technology _____ ○○○○○

KNOWLEDGES

Academics _____ ○○○○○
Bureaucracy _____ ○○○○○
Computer _____ ○○○○○
Finance _____ ○○○○○
Investigation _____ ○○○○○
Law _____ ○○○○○
Linguistics _____ ○○○○○
Medicine _____ ○○○○○
Politics _____ ○○○○○
Research _____ ○○○○○
Science _____ ○○○○○

MUTATIONS

Animalistic _____ ○○○○○
Elemental _____ ○○○○○
Physical _____ ○○○○○
Psychic _____ ○○○○○
Supernatural _____ ○○○○○

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

VIRTUES

Conscience _____ ○○○○○
Self-Control _____ ○○○○○
Courage _____ ○○○○○

BACKGROUNDS

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

POWER CONTROL

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

ENERGY POOL

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

HEALTH

Bruised -0 □
Hurt -1 □
Injured -1 □
Wounded -2 □
Mauled -5 □
Crippled □
Incapacitated □

MUTANT

Advantages

MERITS	TYPE	COST	OTHER TRAITS
_____	_____	_____	_____ 00000
_____	_____	_____	_____ 00000
_____	_____	_____	_____ 00000
_____	_____	_____	_____ 00000
_____	_____	_____	_____ 00000
_____	_____	_____	_____ 00000
_____	_____	_____	_____ 00000

Dis-Advantages

FLAWS	TYPE	COST	DERANGEMENTS
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

UNHUMAN APPEARANCES

Powers

POWER: _____ TYPE: _____
_____ 00000 _____ 00000 _____ 00000

DESCRIPTION: _____

SYSTEM: _____

IMPROVEMENTS: _____

POWER: _____ TYPE: _____
_____ 00000 _____ 00000 _____ 00000

DESCRIPTION: _____

SYSTEM: _____

IMPROVEMENTS: _____

MUTANT

Possessions

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

INCOME

QUANTITY

FROM WHAT

QUANTITY	FROM WHAT
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<hr/>	<hr/>
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Residence

LOCATION

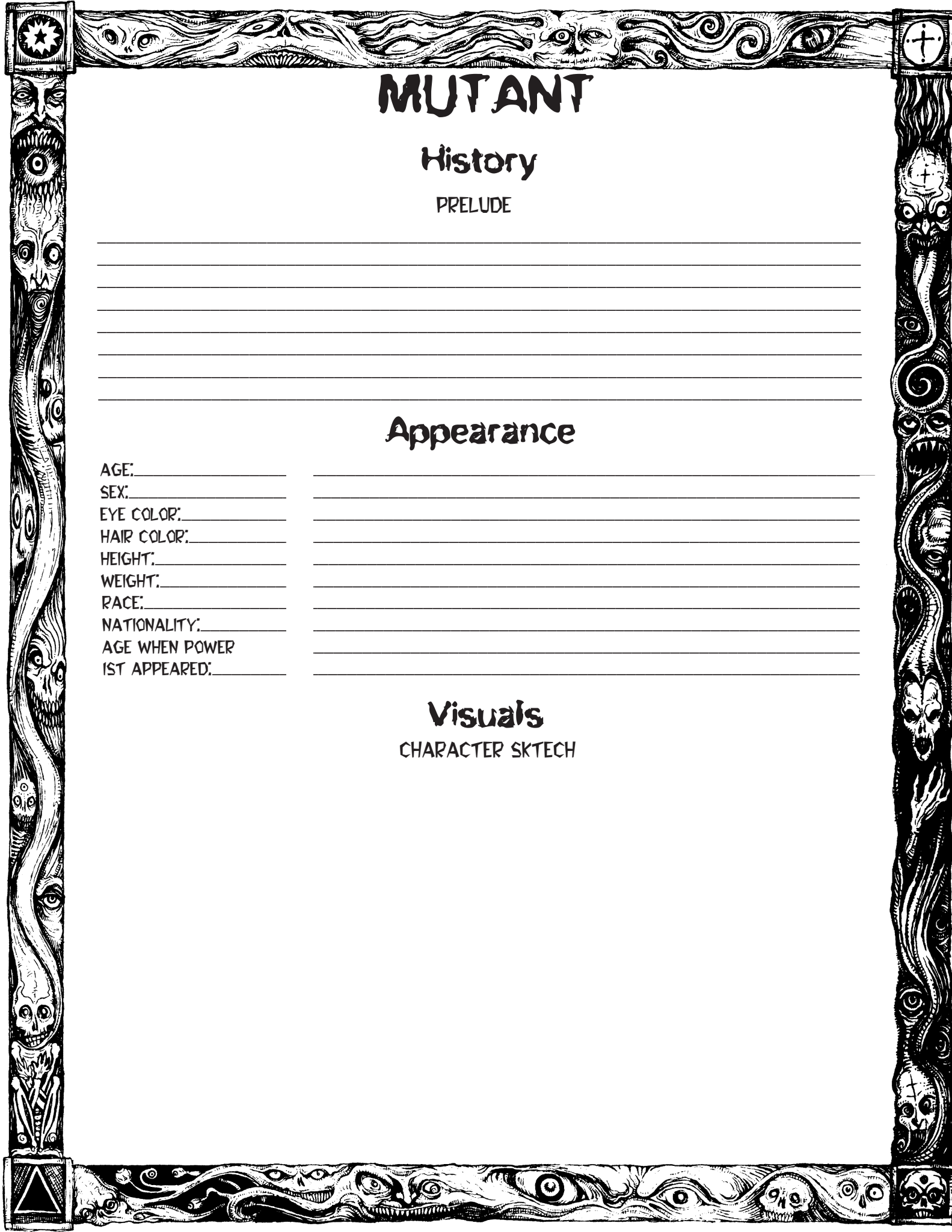
DESCRIPTION

LOCATION	DESCRIPTION
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Combat

WEAPON	DAMAGE	SORT	RANGE	RATE	CONCEAL
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ARMOR



MUTANT

History

PRELUDE

Appearance

AGE: _____
SEX: _____
EYE COLOR: _____
HAIR COLOR: _____
HEIGHT: _____
WEIGHT: _____
RACE: _____
NATIONALITY: _____
AGE WHEN POWER
IST APPEARED: _____

Visuals

CHARACTER SKTECH