

# MATRIX

NAME:

VIRTUE:

CONCEPT:

PLAYER:

VICE:

CHRONICLE:

## ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

## SKILLS

## OTHER TRAITS

### MENTAL

(-3 unskilled)

Academics	_____	00000
Computer	_____	00000
Crafts	_____	00000
Investigation	_____	00000
Matrix Lore	_____	00000
Medicine	_____	00000
Politics	_____	00000
Science	_____	00000

### PHYSICAL

(-1 unskilled)

Athletics	_____	00000
Brawl	_____	00000
Drive	_____	00000
Firearms	_____	00000
Larceny	_____	00000
Stealth	_____	00000
Survival	_____	00000
Weaponry	_____	00000

### SOCIAL

(-1 unskilled)

Animal Ken	_____	00000
Empathy	_____	00000
Expression	_____	00000
Intimidation	_____	00000
Persuasion	_____	00000
Socialize	_____	00000
Streetwise	_____	00000
Subterfuge	_____	00000

### MERITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
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### FLAWS

_____	_____
_____	_____
_____	_____
_____	_____

SIZE: \_\_\_\_\_ SPEED: \_\_\_\_\_  
 DEFENSE: \_\_\_\_\_ ARMOR: \_\_\_\_\_  
 INITIATIVE MOD: \_\_\_\_\_

### HEALTH

000000000000  
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### WILLPOWER

0000000000  
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### BELIEF

0000000000

### FOCUS

□□□□□□□□□□  
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### MORALITY

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

WEAPON/ATTACK	DICE MOD.	RANGE	CLIP	SIZE
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

EQUIPMENT	DURABILITY	STRUCTURE	SIZE	COST
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____