THE MATRIX

NAME: VIRTUE: CONCEPT:

PLAYER: VICE: CHRONICLE:

ATTRIBUTES

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

SKILLS

MENTAL

(-3 unskilled)

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

PHYSICAL

(-1 unskilled)

Atheltics _____ OOOOO
Brawl _____ OOOOO
Drive _____ OOOOO
Firearms _____ OOOOO
Larceny _____ OOOOO
Stealth _____ OOOOO
Survival _____ OOOOO
Weaponry _____ OOOOO

SOCIAL

(-1 unskilled)

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

OTHER TRAITS

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
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_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

_____
_____
_____

SIZE: _____ SPEED: _____
DEFENSE: ____ ARMOR: _____
INITIATIVE MOD: _____

HEALTH

OOOOOOOOOOOOO
□□□□□□□□□□□□□

WILLPOWER

OOOOOOOOOO
□□□□□□□□□□

BELIEF

OOOOOOOOOO

FOCUS

□□□□□□□□□□
□□□□□□□□□□

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

THE MATRIX

OTHER TRAITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLASH SKILLS

EXPERIENCE

TOTAL: _____

TOTAL SPENT: _____

SPENT ON:

REMAINING: _____

HISTORY

DESCRIPTION

AGE: _____ HEIGHT: _____
SEX: _____ WEIGHT: _____
HAIR: _____ RACE: _____
EYES: _____ NATIONALITY: _____

ALLIES & CONTACTS

EQUIPMENT

EQUIPMENT	DURABILITY	STRUCTURE	SIZE	COST

COMBAT

WEAPON/ATTACK	DICE MOD.	RANGE	CLIP	SIZE