

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
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

FLAWS

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

HEALTH

0000000000000
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WILLPOWER

0000000000
 □□□□□□□□□□

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
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

