

NAME:
SERIES:

ORIGIN:
NATURE:

APTITUDE:
ALLEGIANCE:



PLAYER:

PHYSICAL

ATTRIBUTES AND ABILITIES

MENTAL

SOCIAL

STRENGTH ●○○○○○

Brawl _____ ○○○○○○
Might _____ ○○○○○○

PERCEPTION ●○○○○○

Awareness _____ ○○○○○○
Investigation _____ ○○○○○○

APPEARANCE ●○○○○○

Intimidation _____ ○○○○○○
Style _____ ○○○○○○

DEXTERITY ●○○○○○

Athletics _____ ○○○○○○
Drive _____ ○○○○○○
Firearms _____ ○○○○○○
Legerdemain _____ ○○○○○○
Marital Arts _____ ○○○○○○
Melee _____ ○○○○○○
Plot _____ ○○○○○○
Stealth _____ ○○○○○○

INTELLIGENCE ●○○○○○

Academics _____ ○○○○○○
Bureaucracy _____ ○○○○○○
Engineering _____ ○○○○○○
Intrusion _____ ○○○○○○
Linguistics _____ ○○○○○○
Medicine _____ ○○○○○○
Science _____ ○○○○○○
Survival _____ ○○○○○○

MANIPULATION ●○○○○○

Command _____ ○○○○○○
Interrogation _____ ○○○○○○
Subterfuge _____ ○○○○○○

CHARISMA ●○○○○○

Etiquette _____ ○○○○○○
Perform _____ ○○○○○○
Savvy _____ ○○○○○○

STAMINA ●○○○○○

Endurance _____ ○○○○○○
Resistance _____ ○○○○○○

WITS ●○○○○○

Arts _____ ○○○○○○
Meditation _____ ○○○○○○
Rapport _____ ○○○○○○

HEALTH

Bruised _____
Hurt _____
Injured _____
Wounded _____
Maimed _____
Crippled _____
Incapacitated _____
Dead _____

EQUIPMENT (OWNED)

ATTACK

AGG DMG RPF FT

ARMOR

Rtg BULK FT
B L

COMBAT

WILLPOWER

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

PSI

○○○○○○○○○○○○○○○○○○○○
□□□□□□□□□□□□□□□□

POSSESSIONS

CASH

GEAR (CARRIED)

APTITUDE

CLAIRSENTIENCE

BASIC TECHNIQUES

PSYCHOMETRY ○○○○○

PSYCHONAVIGATION ○○○○○

TELESTHESIA ○○○○○

AUXILIARY MODES

○

○

○

BACKGROUND INFORMATION

ALLIES

○○○○○

FOLLOWERS

○○○○○

CIPHER

○○○○○

INFLUENCE

○○○○○

CITIZENSHIP

○○○○○

MENTOR

○○○○○

CONTACTS

○○○○○

RESOURCES

○○○○○

DEVICES

○○○○○

STATUS

○○○○○



MERITS

TYPE COST

FLAWS

TYPE BONUS

APPEARANCE

Age _____

Hair _____ Eyes _____

Ht. _____ Wt. _____

Race _____ Gender _____

Nationality _____

Native Language _____