

# == MORE THAN HUMAN ==

CODENAME:  
REAL NAME:  
PLAYER:

VIRTUE:  
VICE:  
CONCEPT:

ALIGNMENT:  
AFFILIATION:  
CHRONICLE:

## == ATTRIBUTES ==

Intelligence ●000000000	Strength ●000000000	Presence ●000000000
Wits ●000000000	Dexterity ●000000000	Manipulation ●000000000
Resolve ●000000000	Stamina ●000000000	Composure ●000000000

## == SKILLS ==

### MENTAL

(-3 unskilled)

Academics \_\_\_\_\_ 000000000  
Computer \_\_\_\_\_ 000000000  
Crafts \_\_\_\_\_ 000000000  
Investigation \_\_\_\_\_ 000000000  
Medicine \_\_\_\_\_ 000000000  
Occult \_\_\_\_\_ 000000000  
Politics \_\_\_\_\_ 000000000  
Science \_\_\_\_\_ 000000000

### PHYSICAL

(-1 unskilled)

Athletics \_\_\_\_\_ 000000000  
Brawl \_\_\_\_\_ 000000000  
Drive \_\_\_\_\_ 000000000  
Firearms \_\_\_\_\_ 000000000  
Larceny \_\_\_\_\_ 000000000  
Stealth \_\_\_\_\_ 000000000  
Survival \_\_\_\_\_ 000000000  
Weaponry \_\_\_\_\_ 000000000

### SOCIAL

(-1 unskilled)

Animal Ken \_\_\_\_\_ 000000000  
Empathy \_\_\_\_\_ 000000000  
Expression \_\_\_\_\_ 000000000  
Intimidation \_\_\_\_\_ 000000000  
Persuasion \_\_\_\_\_ 000000000  
Socialize \_\_\_\_\_ 000000000  
Streetwise \_\_\_\_\_ 000000000  
Subterfuge \_\_\_\_\_ 000000000

## == OTHER TRAITS ==

### POWERS

\_\_\_\_\_ 000000000  
\_\_\_\_\_ 000000000  
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### MERITS

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### FLAWS/WEAKNESS

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\_\_\_\_\_  
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### HEALTH

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### WILLPOWER

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### POWER LEVEL

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### VERVE

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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

Size: \_\_\_\_\_ Armor: \_\_\_\_\_  
Speed: \_\_\_\_\_ Defense: \_\_\_\_\_  
Initiative Mod: \_\_\_\_\_

## == WEAPONS & EQUIPMENT ==

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Attributes 5/4/3•Skills 11/7/4 (+3 Specialties) Power Level 1 (May be increased with Merit points)•Merits 7•(Buying the fifth dot in Attributes, Skills or Merits costs two points; no stat may be raised above 5 without spending Experience)•Health = Stamina + Size•Willpower = Resolve + Composure Size = 5 for adult metahuman•Defense = lowest of Dexterity or Wits•Initiative Mod = Dexterity + Composure•Speed = Strength + Dexterity + 5•Starting Morality = 7