Frank Millers

SIN CITY

Name: Nature: Age:

Player: Demeanor: Sex:

Chronicle: Vice: Concept:

ATTRIBUTES

PHYSICAL

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

SOCIAL

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

MENTAL

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

ABILITIES

TALENTS

Alertness ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Intuition ○○○○○
Leadership ○○○○○
Streewise ○○○○○
Subterfuge ○○○○○

SKILLS

Animal Ken ○○○○○
Crafts ○○○○○
Demolitions ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Melee ○○○○○
Performance ○○○○○
Security ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

KNOWLEDGES

Academics ○○○○○
Bureaucracy ○○○○○
Computer ○○○○○
Finance ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Research ○○○○○
Science ○○○○○

ADVANTAGES

OTHER TRAITS

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

BACKGROUNDS

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

VIRTUES

Conscience ●○○○○

Self-Control ●○○○○

Courage ●○○○○

MERITS & FLAWS

Merit	Cost

Flaw	Cost

HUMANITY

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Weapon/Attack	Dif.	Damage

HEALTH

Bruised		☐
Hurt	- 1	☐
Injured	- 1	☐
Wounded	- 2	☐
Mauled	- 2	☐
Crippled	- 5	☐
Incapacitated		☐

EXPERIENCE