

Name:	Virtue:
Player:	Vice:
Species:	Affiliation:
Concept:	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
Medicine	00000
Politics	00000
Science	00000
Technology	00000

Physical

(-1 unskilled)

Athletics	00000
Blasters	00000
Brawl	00000
Larceny	00000
Piloting	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

Force	Powers
ontrol	000

Control	00000
Sense	00000
Alter	00000
Mei	rits

MELITZ	
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	MELITS

Flaws

Health

000000000000

Willpower 0000000000

Morality 000000000

Force Potential

Attunement

Light	Dark
45000	00000
000	900

Size:	
Speed:	
Defense:	
Armor:	
Initiative Mod:	
Experience:	

Veapon/Attack	Dice Mod.	Range	Clip	Size

00000

Equipment	Durability	Structure	Size	Cost