

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

MENTAL

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	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

(-3 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

OTHER TRAITS

MERITS

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

FLAWS

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

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

CLARITY

000000000000

FOCUS

□□□□□□□□□□
□□□□□□□□□□

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

WEAPON/ATTACK	DICE MOD.	RANGE	CLIP	SIZE