

EXTRAORDINARY CITIZEN

NAME:
PLAYER:
CHRONICLE:

NATURE:
ESSENCE:
DEITY/ANOR:

SOCIETY:
CONCEPT:
CABAL:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

SOCIAL

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

MENTAL

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

SKILLS

Drive _____ 00000
Energy Weapons _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Hypertech _____ 00000
Melee _____ 00000
Research _____ 00000
Stealth _____ 00000
Survival _____ 00000
Technology _____ 00000

KNOWLEDGES

Academics _____ 00000
Computer _____ 00000
Enigmas _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Science _____ 00000

ADVANTAGES

BACKGROUNDS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

PATHS OF SORCERY/NUTTINA

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

OTHER TRAITS

_____ 00000
_____ 00000
_____ 00000
_____ 00000

MANA

0 0 0 0 0
□ □ □ □ □

HEALTH

Bruised _____ □
Hurt _____ -1 □
Injured _____ -1 □
Wounded _____ -2 □
Mauled _____ -2 □
Crippled _____ -5 □
Incapacitated _____ □

MERITS & FLAWS

MERIT _____ COST _____
_____ _____
_____ _____

WILLPOWER

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

FLAW _____ BONUS _____
_____ _____
_____ _____

RESONANCE

Dynamic _____ 00000
Entropic _____ 00000
Static _____ 00000

EXPERIENCE