

BOG BODIES

NAME:

NATURE:

LINEAGE:

PLAYER:

DEMEANOR:

WOE:

CHRONICLE:

CONCEPT:

INHERITANCE:

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
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

SKILLS

Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Meditation _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Technology _____ 00000

KNOWLEDGES

Academics _____ 00000
 Computer _____ 00000
 Cosmology _____ 00000
 Enigmas _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

ADVANTAGES

BACKGROUNDS

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

TAUBRA

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

SPELLS/RITUALS

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

OTHER TRAITS

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

NEXUS

0 0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0 0

RAUTA

0 0 0 0 0 0 0 0 0 0 0

EXPERIENCE

HEALTH

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated
 Broken/Scorched
 Crushed/Burned
 Dismembered/Incinerated
 Pulverized/Cremated
 Dust/Ash

BOG BODIES

MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO

FYLGJA

GRAVE GOODS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SPELLS & RITUALS

_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

Class: _____

Rating: _____

Penalty: _____

Description: _____

BOG BODIES

EXPANDED BACKGROUNDS

ALLIES

INFLUENCE

CONTACTS

RESOURCES

FAME

STATUS

OTHER (_____)

OTHER (_____)

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

VEHICLES

MISC.

BOG BODIES

HISTORY

FIRST LIFE

SECOND LIFE

DESCRIPTION

Age:	_____	_____
Apparent Age:	_____	_____
Date of Birth:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____

VISUALS

GROUP CHART

CHARACTER SKETCH

