

# DUDES OF LEGEND

Name:

Virtue:

Chronicle:

Age:

Vice:

Faction:

Player:

Concept:

Group Name:

## 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

(-1 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 |

### Health

00000000000000  
□□□□□□□□□□

### Willpower

0000000000  
□□□□□□□□

### Flaws

|                       |
|-----------------------|
| _____                 |
| _____                 |
| _____                 |
| Size: _____           |
| Speed: _____          |
| Defense: _____        |
| Armor: _____          |
| Initiative Mod: _____ |
| Experience: _____     |

### Morality

|    |       |   |
|----|-------|---|
| 10 | _____ | O |
| 9  | _____ | O |
| 8  | _____ | O |
| 7  | _____ | O |
| 6  | _____ | O |
| 5  | _____ | O |
| 4  | _____ | O |
| 3  | _____ | O |
| 2  | _____ | O |
| 1  | _____ | O |

### Character Hacks

|               |           |       |       |       |
|---------------|-----------|-------|-------|-------|
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| Weapon/Attack | Dice Mod. | Range | Clip  | Size  |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size  
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +  
Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7