

MARROWS

Name:
 Player:
 Chronicle:

Nature:
 Demeanor:
 Motivation:

Lament:
 Role:
 Crucible:

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
 Intrigue _____ 00000
 Intuition _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Skills

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

Knowledges

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

ADVANTAGES

Backgrounds

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

Horrors

Stains

Default Abilities

Dead-Eyes (Core Book, p. 82)
 Detect Nature Group (Core Book, p. 148)
 Incorporeal & Invisible (Core Book, p. 82)
 Manifest (Core Book, p. 82)
 Misery Loves Company (Core Book, p. 149)
 Sense Lifeline (Core Book, p. 150)
 Sever the Strand (Core Book, p. 150)
 Thievery (Core Book, p. 151)

Vitality

0 0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0 0

Spite

0 0 0 0 0 0 0 0 0 0 0

Health

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

Experience