

NAME:
SERIES:

ORIGIN:
NATURE:

APTITUDE:
ALLEGIANCE:

PHYSICAL

ATTRIBUTES AND ABILITIES

MENTAL

SOCIAL



PLAYER:

STRENGTH ●○○○○

Brawl _____ ○○○○○

Might _____ ○○○○○

DEXTERITY ●○○○○

Athletics _____ ○○○○○

Drive _____ ○○○○○

Firearms _____ ○○○○○

Legerdemain _____ ○○○○○

Marital Arts _____ ○○○○○

Melee _____ ○○○○○

Plot _____ ○○○○○

Stealth _____ ○○○○○

STAMINA ●○○○○

Endurance _____ ○○○○○

Resistance _____ ○○○○○

PERCEPTION ●○○○○

Awareness _____ ○○○○○

Investigation _____ ○○○○○

INTELLIGENCE ●○○○○

Academics _____ ○○○○○

Bureaucracy _____ ○○○○○

Engineering _____ ○○○○○

Intrusion _____ ○○○○○

Linguistics _____ ○○○○○

Medicine _____ ○○○○○

Science _____ ○○○○○

Survival _____ ○○○○○

WITS ●○○○○

Arts _____ ○○○○○

Meditation _____ ○○○○○

Rapport _____ ○○○○○

APPEARANCE ●○○○○

Intimidation _____ ○○○○○

Style _____ ○○○○○

MANIPULATION ●○○○○

Command _____ ○○○○○

Interrogation _____ ○○○○○

Subterfuge _____ ○○○○○

CHARISMA ●○○○○

Etiquette _____ ○○○○○

Perform _____ ○○○○○

Savvy _____ ○○○○○

HEALTH

- Bruised _____
- Hurt _____
- Injured _____
- Wounded _____
- Maimed _____
- Crippled _____
- Incapacitated _____
- Dead _____

EQUIPMENT (OWNED)

ATTACK

AGG DMG RPF FT

ARMOR

Rtg BULK FT
B L

COMBAT

EXPERIENCE

INITIATIVE

MOVEMENT

WALK RUN SPRINT

POSSESSIONS

CASH

GEAR (CARRIED)

WILLPOWER

○○○○○○○○○○○○○○○○○○○○

PSI

○○○○○○○○○○○○○○○○○○○○

APTITUDE

ELECTROKINESIS

BASIC TECHNIQUES

ELECTROMANIPULATION ○○○○○○

PHOTOKINESIS ○○○○○○

TECHNOKINESIS ○○○○○○

AUXILIARY MODES

○

○

○

BACKGROUND INFORMATION

ALLIES

○○○○○

FOLLOWERS

○○○○○

CIPHER

○○○○○

INFLUENCE

○○○○○

CITIZENSHIP

○○○○○

MENTOR

○○○○○

CONTACTS

○○○○○

RESOURCES

○○○○○

DEVICES

○○○○○

STATUS

○○○○○



MERITS

TYPE COST

FLAWS

TYPE BONUS

APPEARANCE

Age _____

Hair _____ Eyes _____

Ht. _____ Wt. _____

Race _____ Gender _____

Nationality _____

Native Language _____