The Quick & The Dead

Name: Nature: Motivation:
Player: Demeanor: Chapter:
Chronicle: Concept: Lodge:

Attributes

Physical

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

Social

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

Mental

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

Abilities

Talents

Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Spiritual Awareness ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

Skills

Body Reading ○○○○○
Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Leadership ○○○○○
Melee ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

Knowledges

Bureaucracy ○○○○○
Computer ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○

Advantages

Numina

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Backgrounds

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Other Traits

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Merits & Flaws

Merit	Cost

Flaw	Bonus

Willpower

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Faith

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Combat

Weapon	Damage	Diff.

Health

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

Experience

THE QUICK & THE DEAD

Other Traits

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Associates

Allies/Contacts

History

Home Base

Talismans

Description

Distinguishing features:

Age:
Height:
Hair:
Weight:
Eyes:
Race:
Sex:
Nationality:

Goals

Equipment

Gear(Carried)	Rank	Roll	Diff.

Possessions(Owned)	Rank	Roll	Diff.