## Character Name

Concept ____________________ Motivation ____________________

Type ____________________ Affiliation ____________________

Virtue ____________________ Homeland ____________________

Vice ____________________ Sex ○ Male ○ Female Age ____________

### Attributes

**Power**

Intelligence ○○○○○
Strength ○○○○○
Presence ○○○○○

**Finesse**

Wits ○○○○○
Dexterity ○○○○○
Manipulation ○○○○○

**Resistance**

Resolve ○○○○○
Stamina ○○○○○
Composure ○○○○○

### Merits

____________________ ○○○○○
____________________ ○○○○○
____________________ ○○○○○
____________________ ○○○○○
____________________ ○○○○○
____________________ ○○○○○
____________________ ○○○○○
____________________ ○○○○○

### Flaws

____________________
____________________
____________________

### Powers

**Capability**

○○○○○○○○○○○○
□□□□□□□□□□□□

**Artes**

____________________ ○○○○○
____________________ ○○○○○
____________________ ○○○○○
____________________ ○○○○○
____________________ ○○○○○

**Capabilities**

____________________

### Skills

**Mental**
(-3 unskilled)

Academics ____________ ○○○○○
Computer ____________ ○○○○○
Crafts ____________ ○○○○○
Investigation ____________ ○○○○○
Medicine ____________ ○○○○○
Occult ____________ ○○○○○
Politics ____________ ○○○○○
Science ____________ ○○○○○

**Physical**
(-1 unskilled)

Athletics ____________ ○○○○○
Brawl ____________ ○○○○○
Drive ____________ ○○○○○
Firearms ____________ ○○○○○
Larceny ____________ ○○○○○
Stealth ____________ ○○○○○
Survival ____________ ○○○○○
Weaponry ____________ ○○○○○

**Social**
(-1 unskilled)

Animal Ken ____________ ○○○○○
Empathy ____________ ○○○○○
Expression ____________ ○○○○○
Intimidation ____________ ○○○○○
Persuasion ____________ ○○○○○
Socialize ____________ ○○○○○
Streetwise ____________ ○○○○○
Subterfuge ____________ ○○○○○

### Advantages

**Health**

○○○○○○○○○○○○
□□□□□□□□□□□□

**Willpower**

○○○○○○○○○○○○
□□□□□□□□□□□□

**Heroism**

10 ____________________ O
9 ____________________ O
8 ____________________ O
7 ____________________ O
6 ____________________ O
5 ____________________ O
4 ____________________ O
3 ____________________ O
2 ____________________ O
1 ____________________ O

### Combat

**Weapon + Mod**

____________________
____________________
____________________

### Derived Values

Size ____________________
Speed ____________________
Initiative ____________________
Defense ____________________
Armor ____________________

### Formulas

Attributes 5/4/3 (max 5) and add 2 points to selected attributes • Skills 11/7/4 (+5 Specialties) and add 5 points to selected skills • Merits 7 • Buying the $5^{th}$ dot in Attributes, Skills or Merits costs 2 points • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Capability = Starts at 1 • Artes 4 (distribute if necessary)

**Heroes / Villains**