



Name: _____

Player: _____ Nationality: _____ Childhood: _____
 Social Class: _____ Age/Gender: _____ Vocation: _____
 Race: _____ Build: _____ Personality: _____
 Rank: _____ Hair/Eyes: _____ Social Ethics: _____



CHARACTERISTICS

STRENGTH PRESENCE
 DEXTERITY WITS
 FORTITUDE RESOLVE



DERIVED ATTRIBUTES

INITIATIVE Dex + Wits + Per
MOVEMENT 5 + Dex in yds/round
 Sneak (5+Dex) /2 [] []
 Run (5+Dex) x3 [] []
 Swim (5+Dex) [] []
 Leap Horizontal (1+Dex) [] []
 Jump Vertical (0.5 x H.Leap) [] []



HEALTH

MANA



RACIAL SPECIAL ABILITIES

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COMMON SKILLS

Act	(Presence)	[]	Firearms	(Dexterity)	[]
Athletics	(Dexterity)	[]	Fisticuffs	(Dexterity)	[]
Blunt Weapons	(Dexterity)	[]	General Knowledge	(Wits)	[]
Bull	(Presence)	[]	Hide & Sneak	(Dexterity)	[]
Charm	(Presence)	[]	Horse Riding	(Dexterity)	[]
Conceal	(Wits)	[]	Improvised Weapon	(Dexterity)	[]
Concentration	(Resolve)	[]	Intimidate	(Presence)	[]
Dance*	(Dexterity)	[]	Might	(Strength)	[]
Dodge	(Dexterity)	[]	Perception	(Wits)	[]
Drive Carriage	(Wits)	[]	Streetwise*	(Presence)	[]
Empathy	(Presence)	[]	Swordplay	(Dexterity)	[]
Etiquette*	(Wits)	[]	Throwing	(Dexterity)	[]

*social class modifier usually applies

SPECIALTIES & MAGICAL SKILLS

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