**Attributes**

<table>
<thead>
<tr>
<th>Physical</th>
<th>Social</th>
<th>Mental</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>Charisma</td>
<td>Perception</td>
</tr>
<tr>
<td>Dexterity</td>
<td>Manipulation</td>
<td>Intelligence</td>
</tr>
<tr>
<td>Stamina</td>
<td>Appearance</td>
<td>Wits</td>
</tr>
</tbody>
</table>

**Abilities**

<table>
<thead>
<tr>
<th>Talents</th>
<th>Skills</th>
<th>Knowledge</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acting</td>
<td>Animal Ken</td>
<td>Bureaucracy</td>
</tr>
<tr>
<td>Alertness</td>
<td>Drive</td>
<td>Computer</td>
</tr>
<tr>
<td>Athletics</td>
<td>Etiquette</td>
<td>Finance</td>
</tr>
<tr>
<td>Brawl</td>
<td>Firearms</td>
<td>Investigation</td>
</tr>
<tr>
<td>Dodge</td>
<td>Melee</td>
<td>Law</td>
</tr>
<tr>
<td>Empathy</td>
<td>Music</td>
<td>Linguistics</td>
</tr>
<tr>
<td>Intimidation</td>
<td>Repair</td>
<td>Medicine</td>
</tr>
<tr>
<td>Leadership</td>
<td>Security</td>
<td>Occult</td>
</tr>
<tr>
<td>Streetwise</td>
<td>Stealth</td>
<td>Politics</td>
</tr>
<tr>
<td>Subterfuge</td>
<td>Survival</td>
<td>Science</td>
</tr>
</tbody>
</table>

**Advantages**

**Background**

**Merits & Flaws**

**Other Traits**

**Health**

- Bruised: □
- Hurt: □
- Injured: □
- Wounded: □
- Mauled: □
- Crippled: □
- Incapacitated: □

**Experience**

**Virtues**

- Conscience: □
- Self-Control: □
- Courage: □

**Humanity**: 0 0 0 0 0 0 0

**Willpower**: 0 0 0 0 0 0 0 0 0 0

**Faith**: 0 0 0 0 0 0 0 0 0 0

**Combat**

<table>
<thead>
<tr>
<th>Damage</th>
<th>Weapon</th>
<th>Difficulty</th>
</tr>
</thead>
</table>

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Freebie Points: 21 (5/2/1)
## Other Traits

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## Associates

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## Goals

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## Description

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### Brawling Chart

<table>
<thead>
<tr>
<th>Maneuver</th>
<th>Roll</th>
<th>Diff</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Body Slam</td>
<td>Dex + Brawl</td>
<td>7</td>
<td>Special</td>
</tr>
<tr>
<td>Grapple</td>
<td>Dex + Brawl</td>
<td>6</td>
<td>Strength</td>
</tr>
<tr>
<td>Kick</td>
<td>Dex + Brawl</td>
<td>7</td>
<td>Strength + 1</td>
</tr>
<tr>
<td>Punch</td>
<td>Dex + Brawl</td>
<td>6</td>
<td>Strength</td>
</tr>
</tbody>
</table>

## Contacts/Allies

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## Status or Position

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## Equipment

<table>
<thead>
<tr>
<th>Gear (carried)</th>
<th>Rank</th>
<th>Roll</th>
<th>Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Possessions (owned)</th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
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