

Name: _____
 Gender: ♀ ♂ Other
 Race: _____ Age: _____
 Profession: _____
 Habitual dress: _____
 Special: _____



Hair: _____
 Eye: _____ Skin: _____
 Height: _____ Weight: _____
 Build: _____
 Distinguishing marks: _____

Attributes

Physical		Social		Mental	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

[Xp note: Abilities koster 4 x current]

Abilities

Talents		Skills		Knowledge	
Alertness	○○○○○	Animal ken	○○○○○	_____	○○○○○
Athletics	○○○○○	Crafts	○○○○○	_____	○○○○○
Brawl	○○○○○	Drive	○○○○○	_____	○○○○○
Dodge	○○○○○	Etiquette	○○○○○	_____	○○○○○
Empathy	○○○○○	Firearms	○○○○○	_____	○○○○○
Expression	○○○○○	Melee	○○○○○	_____	○○○○○
Intimidation	○○○○○	Performance	○○○○○	_____	○○○○○
Leadership	○○○○○	Security	○○○○○	_____	○○○○○
Streetwise	○○○○○	Stealth	○○○○○	_____	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	_____	○○○○○

[Xp note: Abilities koster 2 x current]

Backgrounds		Virtues		Languages	
_____	○○○○○	Courage	●○○○○	Read <input type="checkbox"/>	Write <input type="checkbox"/>
_____	○○○○○	Instinct	●○○○○	Read <input type="checkbox"/>	Write <input type="checkbox"/>
_____	○○○○○	Self-control	●○○○○	Read <input type="checkbox"/>	Write <input type="checkbox"/>
_____	○○○○○	Fate points		Read <input type="checkbox"/>	Write <input type="checkbox"/>
_____	○○○○○	○○○○○	○○○○○	<input type="checkbox"/>	<input type="checkbox"/>

[Xp note: Vertues koster 2 x current, fate points koster 1 x current. Backgrounds kan ikke købes for xp]

Merits		Flaws		Health	
_____	_____	_____	_____	□□□	Bruised
_____	_____	_____	_____	□□□	Hurt -1
_____	_____	_____	_____	□□□	Injured -1
_____	_____	_____	_____	□□□	Wounded -2
_____	_____	_____	_____	□□□	Mauled -2
_____	_____	_____	_____	□□□	Crippled -5
_____	_____	_____	_____	□□□	Incapacitated

Experience

Weapon	Ammunition
_____	□□□□□ □□□□□ □□□□□ □□□□□
_____	□□□□□ □□□□□ □□□□□ □□□□□
_____	□□□□□ □□□□□ □□□□□ □□□□□

Player: _____

Campaign: _____

Powers

Name: From start <input type="checkbox"/>	Name: From start <input type="checkbox"/>
Power flow:	Power flow:
□□□ ○	□□□ ○
□□□ ○○	□□□ ○○
□□□ ○○○	□□□ ○○○
□□□ ○○○○	□□□ ○○○○
□□□ ○○○○○	□□□ ○○○○○

Name: From start <input type="checkbox"/>	Name: From start <input type="checkbox"/>
Power flow:	Power flow:
□□□ ○	□□□ ○
□□□ ○○	□□□ ○○
□□□ ○○○	□□□ ○○○
□□□ ○○○○	□□□ ○○○○
□□□ ○○○○○	□□□ ○○○○○

Name: From start <input type="checkbox"/>	Name: From start <input type="checkbox"/>
Power flow:	Power flow:
□□□ ○	□□□ ○
□□□ ○○	□□□ ○○
□□□ ○○○	□□□ ○○○
□□□ ○○○○	□□□ ○○○○
□□□ ○○○○○	□□□ ○○○○○

[Xp note: en ny power koster 10, 7 at opgradere. En power man har haft fra start koster 5 at opgradere]

Active Powers

Energy
○○○○○ ○○○○○ ○○○○○ ○○○○○
○○○○○ ○○○○○ ○○○○○ ○○○○○

Balance
Energy ○○○○ ○○○○
Upkeep □□□□

Focus
○○○○○ ○○○○○ ○○○○○ ○○○○○

[Xp note: mere max energi koster 2, focus koster 4]

Equipment	

Contacts and Allies	