Name:						Mor	tal					
	Name:				Concept:				Хр:			
	Age:				Virtue				Initiative: (Dex+Comp)= +1D10			
Description   Special   Perception: (Wits+Comp)=   Special   Perception: (Wits+Comp)=   Strength   Special   Perception: (Wits+Comp)=   Strength   Special   Specia												
Power   Intelligence   COCO   Strength   COCO   Presence   Presentation   Presentation   Presentation   Presentation   Presentation   Presentation   Presentation   Presentation   Presentati		Hea	alth			Will	power		Size:			
Power   Intelligence   COCO   Strength   COCO   Presence   Presence   COCO   Presence   P		000000	00000	0	0	00000	00000	0				
Power   Intelligence		000000	00000	0	0	00001	000000	1 []	•	n: (Wits+Co	mp)=	
Power   Intelligence												
Resistance			Power	Intelliaence	<b>9</b> 0000		,	•0000		Руеѕеисе	•0000	
Resistance   Resolve   DOCO   Stamina   DOCO   Compissare   DOCO				U						_	-	
Mental		Re										
Mental				Kesoree	-		OLOH MINIO					าาส
C-3 unskilled   C-1 unskille				D.		1					•	W #
Academics						L				D		00000
Computer	Academics		00000		-1 unskilled)	00000		(-1 unskilled)	00000			
Crafts			-			-			-			
Investigation						-			-			
Medicine			-			-						
Occult	-					-			-			
Science			00000	,		-			-			
Mental Specialties	Politics		00000	Survival		00000	Streetwise		00000			00000
Skill   Specialty   Skill   Skill   Specialty   Skill	Science		00000	Weaponry		00000	Subterfuge		00000			00000
Weapons/Armor Weapons/Armor Weapons/Armor Weapons/Armor Weapons/Armor Weapons/Armor Weapons/Armor Weapons Damage Ranges Clip/Ammo Strength Size Special  Armor Type Rating Strength Defense Speed Perception Special/AR  Armor Type Rating Strength Defense Speed Perception Special/AR  Armor Type Rating Strength Defense Speed Perception Special/AR  Equipment Special 10 (roll 5 dice) 0  Special/AR  Equipment Special 10 (roll 5 dice) 0  Special/AR  O Coll 5 dice) 0  Special/AR	Men	ntal Special	ties	Physi	cal Special	ties	Soc	ial Specialt	ies			
Weapons/Armor Weapons/Armor Weapons/Armor Weapons/Armor Weapons/Armor Weapons   Damage   Ranges   Clip/Anmo   Strength   Size   Special    Armor Type   Rating   Strength   Defense   Speed   Perception   Special/AR    AR-Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can taske before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.  Equipment   Special   10 (roll 5 dice)   O    Begin   Special   Special	Skill	Specialty		Skill	Specialty		Skill	Specialty		1	FTaws	
Weapons Damage Ranges Clip/Ammo Strength Size Special  Armor Type Rating Strength Defense Speed Perception Special/AR  Armor Type Special Strength Of Special												
Weapons Damage Ranges Clip/Ammo Strength Size Special  Armor Type Rating Strength Defense Speed Perception Special/AR  Armor Type Special Strength Of Special												
Weapons Damage Ranges Clip/Ammo Strength Size Special  Armor Type Rating Strength Defense Speed Perception Special/AR  Armor Type Special Strength Of Special												
Weapons Damage Ranges Clip/Ammo Strength Size Special  Armor Type Rating Strength Defense Speed Perception Special/AR  Armor Type Special Strength Of Special	\A/ -	//		10/	/ A		10/11			\A/	/ A	
Armor Type  Rating  Strength  Defense  Speed  Perception  Special/AR  Armor Type  Rating  Rating  Strength  Defense  Speed  Perception  Special/AR   AR-Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.  Equipment  Special  10 (roll 5 dice)  9 (roll 5 dice)  9 (roll 5 dice)  0 O  10 (roll 5 dice)	wea	apons/Ar	mor			mor	wea	pons/Ar	mor	weap	ons/Ar	mor
AR=Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.  Equipment  Special  10 (roll 5 dice)  9 (roll 5 dice)  0  8 (roll 4 dice)  7 (roll 4 dice)  0  7 (roll 4 dice)  0  6 (roll 3 dice)  0  15 (roll 3 dice)  0  16 (roll 3 dice)  0  17 (roll 4 dice)  0  18 (roll 3 dice)  0  19 (roll 5 dice)  0  10 (roll 5 dice)  0  10 (roll 5 dice)  0  11 (roll 1 dice)  0  12 (roll 2 dice)  0  13 (roll 2 dice)  0  14 (roll 1 dice)  0  0  0  0  0  0  0  0  0  0  0  0  0	Weapons		Damage	Ranges		Clip/Ammo	Strength	gth Size		Special		
AR=Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.  Equipment  Special  10 (roll 5 dice)  9 (roll 5 dice)  0  8 (roll 4 dice)  7 (roll 4 dice)  0  7 (roll 4 dice)  0  6 (roll 3 dice)  0  15 (roll 3 dice)  0  16 (roll 3 dice)  0  17 (roll 4 dice)  0  18 (roll 3 dice)  0  19 (roll 5 dice)  0  10 (roll 5 dice)  0  10 (roll 5 dice)  0  11 (roll 1 dice)  0  12 (roll 2 dice)  0  13 (roll 2 dice)  0  14 (roll 1 dice)  0  0  0  0  0  0  0  0  0  0  0  0  0												
AR=Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.  Equipment  Special  10 (roll 5 dice)  9 (roll 5 dice)  0  8 (roll 4 dice)  7 (roll 4 dice)  0  7 (roll 4 dice)  0  6 (roll 3 dice)  0  15 (roll 3 dice)  0  16 (roll 3 dice)  0  17 (roll 4 dice)  0  18 (roll 3 dice)  0  19 (roll 5 dice)  0  10 (roll 5 dice)  0  10 (roll 5 dice)  0  11 (roll 1 dice)  0  12 (roll 2 dice)  0  13 (roll 2 dice)  0  14 (roll 1 dice)  0  0  0  0  0  0  0  0  0  0  0  0  0												
AR=Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.  Equipment  Special  10 (roll 5 dice)  9 (roll 5 dice)  0  8 (roll 4 dice)  7 (roll 4 dice)  0  7 (roll 4 dice)  0  6 (roll 3 dice)  0  15 (roll 3 dice)  0  16 (roll 3 dice)  0  17 (roll 4 dice)  0  18 (roll 3 dice)  0  19 (roll 5 dice)  0  10 (roll 5 dice)  0  10 (roll 5 dice)  0  11 (roll 1 dice)  0  12 (roll 2 dice)  0  13 (roll 2 dice)  0  14 (roll 1 dice)  0  0  0  0  0  0  0  0  0  0  0  0  0												
AR=Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.  Equipment  Special  10 (roll 5 dice)  9 (roll 5 dice)  0  8 (roll 4 dice)  7 (roll 4 dice)  0  7 (roll 4 dice)  0  6 (roll 3 dice)  0  15 (roll 3 dice)  0  16 (roll 3 dice)  0  17 (roll 4 dice)  0  18 (roll 3 dice)  0  19 (roll 5 dice)  0  10 (roll 5 dice)  0  10 (roll 5 dice)  0  11 (roll 1 dice)  0  12 (roll 2 dice)  0  13 (roll 2 dice)  0  14 (roll 1 dice)  0  0  0  0  0  0  0  0  0  0  0  0  0												
AR=Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.  Equipment  Special  10 (roll 5 dice)  9 (roll 5 dice)  0  8 (roll 4 dice)  7 (roll 4 dice)  0  7 (roll 4 dice)  0  6 (roll 3 dice)  0  15 (roll 3 dice)  0  16 (roll 3 dice)  0  17 (roll 4 dice)  0  18 (roll 3 dice)  0  19 (roll 5 dice)  0  10 (roll 5 dice)  0  10 (roll 5 dice)  0  11 (roll 1 dice)  0  12 (roll 2 dice)  0  13 (roll 2 dice)  0  14 (roll 1 dice)  0  0  0  0  0  0  0  0  0  0  0  0  0								•				
AR=Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.  NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.  Equipment  Special  10 (roll 5 dice)  9 (roll 5 dice)  0  8 (roll 4 dice)  7 (roll 4 dice)  0  7 (roll 4 dice)  0  6 (roll 3 dice)  0  15 (roll 3 dice)  0  16 (roll 3 dice)  0  17 (roll 4 dice)  0  18 (roll 3 dice)  0  19 (roll 5 dice)  0  10 (roll 5 dice)  0  10 (roll 5 dice)  0  11 (roll 1 dice)  0  12 (roll 2 dice)  0  13 (roll 2 dice)  0  14 (roll 1 dice)  0  0  0  0  0  0  0  0  0  0  0  0  0	Armor Type		Rating	Strength Defense		Speed	Perception		Special/AR			
Equipment   Special   10   (roll 5 dice)   0	,	<u> </u>		ou on gui	20101100	ороси.	1 0.0	орион		- Cpcc.		
Equipment   Special   10   (roll 5 dice)   0												
Equipment   Special   10   (roll 5 dice)   0												
Equipment         Morality           Equipment         Special         10 (roll 5 dice)         O           9 (roll 5 dice)         O           8 (roll 4 dice)         O           7 (roll 4 dice)         O           6 (roll 3 dice)         O           5 (roll 3 dice)         O           4 (roll 3 dice)         O           3 (roll 2 dice)         O           2 (roll 2 dice)         O           1 (roll 1 dice)         O	AR=Armor rating	, which is the amount	of bashing, lethal,	or aggravated dama	ige armor can take	before falling int	o ruin. Each point	of damage taken by a	a person is subtra	acted off the perso	on's AR as well.	
Special   10	NOTE: Armor on	ly takes bashing dam	age from weapons	of size 2 or creature	s with Strength of 6	or more.						
9 (roll 5 dice) O  8 (roll 4 dice) O  7 (roll 4 dice) O  6 (roll 3 dice) O  5 (roll 3 dice) O  4 (roll 3 dice) O  4 (roll 3 dice) O  7 (roll 4 dice) O  1 (roll 1 dice) O  1 (roll 1 dice) O  1 (roll 1 dice) O			E	quipmen	ıt				Mo	oralit <sub>y</sub>	7	
8       (roll 4 dice)       O         7       (roll 4 dice)       O         6       (roll 3 dice)       O         5       (roll 3 dice)       O         4       (roll 3 dice)       O         3       (roll 2 dice)       O         2       (roll 2 dice)       O         1       (roll 1 dice)       O	Equipment				Special			10	(roll 5 dice)			0
7       (roll 4 dice)       O         6       (roll 3 dice)       O         5       (roll 3 dice)       O         4       (roll 3 dice)       O         3       (roll 2 dice)       O         2       (roll 2 dice)       O         1       (roll 1 dice)       O								-	(roll 5 dice)			
6 (roll 3 dice) O 5 (roll 3 dice) O 4 (roll 3 dice) O 3 (roll 2 dice) O 2 (roll 2 dice) O 1 (roll 1 dice) O								_				
5       (roll 3 dice)       O         4       (roll 3 dice)       O         3       (roll 2 dice)       O         2       (roll 2 dice)       O         1       (roll 1 dice)       O												
4 (roll 3 dice) O 3 (roll 2 dice) O 2 (roll 2 dice) O 1 (roll 1 dice) O								_				
3												
2 (roll 2 dice) O 1 (roll 1 dice) O												
1 (roll 1 dice) O								_				
(1.00)												
												9

Attributes 5/4/3 \* Skills 11/7/4 (+3 specialties) \* Merits 7 \* (Buying the fifth dot in any area costs 2 points) \* Health = Stamina + Size \*

Willpower = Resolve + Composure \* Size = 5 for adult humans \* Defense = Lowest of Dexterity or Wits \* Initiative Mod = Dexterity + Composure |

Speed = Strength + Dexterity + 5 \* Starting Morality = 7

History										
Appearance and gear Color	Background notes/Contacts	Supplies/Holdings/Wealth								
Ability Specialty Disciplines Traits, Quirks, Dementia										
Skill specialty	Discipline Lvl/Description									