Frank Millers

SIN CITY

Name: Nature: Age:
Player: Demeanor: Sex:
Chronicle: Vice: Concept:

ATTRIBUTES

PHYSICAL

Strength ●OOOO
Dexterity ●OOOO
Stamina ●OOOO

SOCIAL

Charisma ●OOOO
Manipulation ●OOOO
Appearance ●OOOO

MENTAL

Perception ●OOOO
Intelligence ●OOOO
Wits ●OOOO

ABILITIES

TALENTS

Alertness OOOOO
Athletics OOOOO
Awareness OOOOO
Brawl OOOOO
Dodge OOOOO
Empathy OOOOO
Expression OOOOO
Intimidation OOOOO
Intuition OOOOO
Leadership OOOOO
Streewise OOOOO
Subterfuge OOOOO

SKILLS

Animal Ken OOOOO
Crafts OOOOO
Demolitions OOOOO
Drive OOOOO
Etiquette OOOOO
Firearms OOOOO
Melee OOOOO
Performance OOOOO
Security OOOOO
Stealth OOOOO
Survival OOOOO
Technology OOOOO

KNOWLEDGES

Academics OOOOO
Bureaucracy OOOOO
Computer OOOOO
Finance OOOOO
Investigation OOOOO
Law OOOOO
Linguistics OOOOO
Medicine OOOOO
Occult OOOOO
Politics OOOOO
Research OOOOO
Science OOOOO

ADVANTAGES

OTHER TRAITS

OOOOO
OOOOO
OOOOO
OOOOO
OOOOO
OOOOO

BACKGROUNDS

OOOOO
OOOOO
OOOOO
OOOOO
OOOOO
OOOOO

VIRTUES

Conscience ●OOOO
Self-Control ●OOOO
Courage ●OOOO

MERITS & FLAWS

Merit	Cost

Flaw	Cost

HUMANITY

O O O O O O O O O O

WILLPOWER

O O O O O O O O O O
☐☐☐☐☐☐☐☐☐☐

Weapon/Attack	Dif.	Damage

HEALTH

Bruised		☐
Hurt	- 1	☐
Injured	- 1	☐
Wounded	- 2	☐
Mauled	- 2	☐
Crippled	- 5	☐
Incapacitated		☐

EXPERIENCE