

# Break Legion:

A Players Guide to Somori™

Name:

Nature:

Rank:

Player:

Demeanor:

First Team:

Chronicle:

Breed:

Concept:

## Attributes

### Physical

Strength \_\_\_\_\_ ●○○○○  
 Dexterity \_\_\_\_\_ ●○○○○  
 Stamina \_\_\_\_\_ ●○○○○

### Social

Charisma \_\_\_\_\_ ●○○○○  
 Manipulation \_\_\_\_\_ ●○○○○  
 Appearance \_\_\_\_\_ ●○○○○

### Mental

Perception \_\_\_\_\_ ●○○○○  
 Intelligence \_\_\_\_\_ ●○○○○  
 Wits \_\_\_\_\_ ●○○○○

## Abilities

### Talents

Alertness \_\_\_\_\_ ○○○○○  
 Athletics \_\_\_\_\_ ○○○○○  
 Brawl \_\_\_\_\_ ○○○○○  
 Dodge \_\_\_\_\_ ○○○○○  
 Empathy \_\_\_\_\_ ○○○○○  
 Expression \_\_\_\_\_ ○○○○○  
 Intimidation \_\_\_\_\_ ○○○○○  
 Leadership \_\_\_\_\_ ○○○○○  
 Streetwise \_\_\_\_\_ ○○○○○  
 Subterfuge \_\_\_\_\_ ○○○○○

### Skills

Animal Ken \_\_\_\_\_ ○○○○○  
 Drive \_\_\_\_\_ ○○○○○  
 Etiquette \_\_\_\_\_ ○○○○○  
 Firearms \_\_\_\_\_ ○○○○○  
 Melee \_\_\_\_\_ ○○○○○  
 Performance \_\_\_\_\_ ○○○○○  
 Repair \_\_\_\_\_ ○○○○○  
 Security \_\_\_\_\_ ○○○○○  
 Stealth \_\_\_\_\_ ○○○○○  
 Survival \_\_\_\_\_ ○○○○○

### Knowledges

Bureaucracy \_\_\_\_\_ ○○○○○  
 Computer \_\_\_\_\_ ○○○○○  
 Enigmas \_\_\_\_\_ ○○○○○  
 Investigation \_\_\_\_\_ ○○○○○  
 Law \_\_\_\_\_ ○○○○○  
 Linguistics \_\_\_\_\_ ○○○○○  
 Medicine \_\_\_\_\_ ○○○○○  
 Occult \_\_\_\_\_ ○○○○○  
 Politics \_\_\_\_\_ ○○○○○  
 Science \_\_\_\_\_ ○○○○○

## Advantages

### Powers

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### Backgrounds

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 \_\_\_\_\_ ○○○○○  
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### Other Traits

\_\_\_\_\_  
 \_\_\_\_\_ ○○○○○  
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### Rage

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### Health

Bruised \_\_\_\_\_ □  
 Hurt -1 \_\_\_\_\_ □  
 Injured -1 \_\_\_\_\_ □  
 Wounded -2 \_\_\_\_\_ □  
 Mauled -2 \_\_\_\_\_ □  
 Crippled -5 \_\_\_\_\_ □  
 Incapacitated \_\_\_\_\_ □

### Taints

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### Gnosis

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### Willpower

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### Experience

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## Merits & Flaws

| Merit | Type | Cost |
|-------|------|------|
|       |      |      |
|       |      |      |
|       |      |      |
|       |      |      |
|       |      |      |
|       |      |      |

## Description

Age \_\_\_\_\_ Height \_\_\_\_\_

Hair \_\_\_\_\_ Weight \_\_\_\_\_

Eyes \_\_\_\_\_ Race \_\_\_\_\_

Sex \_\_\_\_\_ Nationality \_\_\_\_\_

## History

### Recruitment

### Possession

### Transformation

### Present

## Equipment

**Gear (carried)**

**Possessions (owned)**

## Fetishes

Item: \_\_\_\_\_ Level \_\_\_\_\_ Gnosis \_\_\_\_\_  
Power \_\_\_\_\_

Item: \_\_\_\_\_ Level \_\_\_\_\_ Gnosis \_\_\_\_\_  
Power \_\_\_\_\_

Item: \_\_\_\_\_ Level \_\_\_\_\_ Gnosis \_\_\_\_\_  
Power \_\_\_\_\_

Item: \_\_\_\_\_ Level \_\_\_\_\_ Gnosis \_\_\_\_\_  
Power \_\_\_\_\_

| Power/Weapon | Cost | Roll | Difficulty | Damage | Range | Rate | Clip | Conceal | Rank |
|--------------|------|------|------------|--------|-------|------|------|---------|------|
|              |      |      |            |        |       |      |      |         |      |
|              |      |      |            |        |       |      |      |         |      |
|              |      |      |            |        |       |      |      |         |      |
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|              |      |      |            |        |       |      |      |         |      |
|              |      |      |            |        |       |      |      |         |      |

## Brawling Chart

| Maneuver  | Roll      | Diff | Damage         |
|-----------|-----------|------|----------------|
| Bite      | Dex+Brawl | 5    | Strength+1†    |
| Body Slam | Dex+Brawl | 7    | Special        |
| Claw      | Dex+Brawl | 6    | Strength+2†    |
| Gore      | Dex+Brawl | 7    | Strength+2(+4) |
| Grapple   | Dex+Brawl | 6    | Strength       |
| Kick      | Dex+Brawl | 7    | Strength+1     |
| Punch     | Dex+Brawl | 6    | Strength       |

†These Maneuvers do aggravated damage

P - Pocket      J - Jacket      T - Trenchcoat      N - No concealment