

INQUISITORS

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

INCARNATION:
CATALYST:
RING:

ATTRIBUTES

POWER	INTELLIGENCE ●●●●	STRENGTH ●●●●	PRESENCE ●●●●
FINESSE	WITS ●●●●	DEXTERITY ●●●●	MANIPULATION ●●●●
RESISTANCE	RESOLVE ●●●●	STAMINA ●●●●	COMPOSURE ●●●●

SKILLS

MENTAL

(3 unskilled)

- Academics _____ 00000
- Computer _____ 00000
- Crafts _____ 00000
- Investigation _____ 00000
- Medicine _____ 00000
- Occult _____ 00000
- Politics _____ 00000
- Science _____ 00000

PHYSICAL

(1 unskilled)

- Athletics _____ 00000
- Brawl _____ 00000
- Drive _____ 00000
- Firearms _____ 00000
- Larceny _____ 00000
- Stealth _____ 00000
- Survival _____ 00000
- Weaponry _____ 00000

SOCIAL

(1 unskilled)

- Animal Ken _____ 00000
- Empathy _____ 00000
- Expression _____ 00000
- Intimidation _____ 00000
- Persuasion _____ 00000
- Socialize _____ 00000
- Streetwise _____ 00000
- Subterfuge _____ 00000

OTHER TRAITS

MERITS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

CONDITIONS

ASPIRATIONS

HEALTH

00000000000000
□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

COVER

000000000000

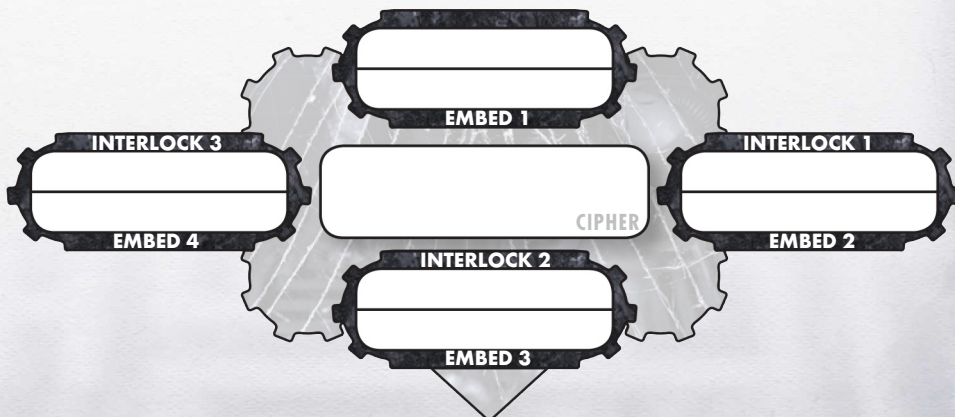
PRIMUM

000000000000

AETHER

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Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Beats: □ □ □ □ □
 Experiences: _____
 Cover Beats: □ □ □ □ □
 Cover Experiences: _____



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •
 Merits 10 • Health = Stamina + Size •
 Willpower = Resolve + Composure •
 Size = 5 for adult humans • Starting Cover = 7 •
 Defense = Lower of Dexterity or Wits + Athletics •
 Initiative Mod = Dexterity + Composure •
 Speed = Strength + Dexterity +5

FINAL TRUTH

INQUISITORS

OTHER MERTS

<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000
<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000	<input type="checkbox"/>	_____	00000
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DEMONIC FORM

EMBEDS

EXPLOITS

_____	_____
_____	_____
_____	_____
_____	_____

INTERLOCKS

Interlock 1: _____ Dice Pool: _____ Cost: _____
 Description: _____

Interlock 2: _____ Dice Pool: _____ Cost: _____
 Description: _____

Interlock 3: _____ Dice Pool: _____ Cost: _____
 Description: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Init.	Strength	Size

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

INQUISITORS

GLITCHES

PACTS

EQUIPMENT

Name	Durability	Structure	Size	Cost	Notes

Vehicle	Durability	Structure	Size	Acceleration	Safe Speed	Max Speed	Handling

BOLTHOLE

LOCATION

DESCRIPTION

INQUISITORS

COVERS

Name: _____	COVER RATING	MERITS
Age: _____	0000000000	<input type="checkbox"/> _____ 00000
Appearance: _____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
Notes: _____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
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Name: _____	COVER RATING	MERITS
Age: _____	0000000000	<input type="checkbox"/> _____ 00000
Appearance: _____		<input type="checkbox"/> _____ 00000
_____		<input type="checkbox"/> _____ 00000
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Notes: _____		<input type="checkbox"/> _____ 00000
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Name: _____	COVER RATING	MERITS
Age: _____	0000000000	<input type="checkbox"/> _____ 00000
Appearance: _____		<input type="checkbox"/> _____ 00000
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Notes: _____		<input type="checkbox"/> _____ 00000
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Name: _____	COVER RATING	MERITS
Age: _____	0000000000	<input type="checkbox"/> _____ 00000
Appearance: _____		<input type="checkbox"/> _____ 00000
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