

# INQUISITIVE

Name:

Ambition:

Drive:

Concept:

Desire:

Profession:

Chronicle:

Redemption:

Cell:

## ATTRIBUTES

### PHYSICAL

Strength 00000  
 Dexterity 00000  
 Stamina 00000

### SOCIAL

Charisma 00000  
 Manipulation 00000  
 Composure 00000

### MENTAL

Intelligence 00000  
 Wits 00000  
 Resolve 00000

## SKILLS

Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Craft \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000

Animal Ken \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Insight \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Persuasion \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

Academics \_\_\_\_\_ 00000  
 Awareness \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000

## EDGES & PERKS

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### HEALTH

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### WILLPOWER

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**DESPERATION DANGER DESPAIR**

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### REDEMPTION

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### CREED FIELD

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### TOUCHSTONES

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# INQUISITIVE

## MERITS

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## BACKGROUNDS

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## FLAWS

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## CHRONICLE TENETS

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## EXPERIENCE

Total: \_\_\_\_\_

Spent: \_\_\_\_\_

# INQUISITIVE

## POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

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## WEAPONS

## VEHICLES

NAME	DAMAGE

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## SPECIAL ITEMS

ITEM NAME	EDGE	DETAILS

## SAFE HOUSE

No Safe House?   
Safe House Merits

Safe House Rating: OOOOO

Safe House Name: \_\_\_\_\_  
Safe House Flaws

\_\_\_\_\_ OOOOO  
\_\_\_\_\_ OOOOO  
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Location/Description: \_\_\_\_\_  
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# INQUISITIVE

## HISTORY

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## DESCRIPTION

Age:	_____	_____
Apparent Age:	_____	_____
Date of Birth:	_____	_____
Nationality:	_____	_____
Race:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Gender:	_____	_____

## VISUALS

RELATIONSHIP MAP

CHARACTER SKETCH

