

INQUISITIVE

Name:

Ambition:

Drive:

Player:

Desire:

Profession:

Chronicle:

Concept:

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

CREED FIELD

TOUCHSTONES

INQUISITIVE

MERITS

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FLAWS

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CHRONICLE TENETS

EXPERIENCE

Total: _____
Spent: _____

BACKGROUNDS

_____ 00000 _____ 00000

_____ 00000 _____ 00000

_____ 00000 _____ 00000

_____ 00000 _____ 00000

_____ 00000 _____ 00000

_____ 00000 _____ 00000

INQUISITIVE

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

WEAPONS

VEHICLES

NAME	DAMAGE	
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SPECIAL ITEMS

ITEM NAME	EDGE	DETAILS
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SAFE HOUSE

No Safe House? Safe House Rating: OOOOO

Safe House Merits

<hr/>	OOOOO	Safe House Name: <hr/>	OOOOO
<hr/>	OOOOO	Safe House Flaws	OOOOO
<hr/>	OOOOO		OOOOO
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Location/Description:

INQUISITIVE

HISTORY

DESCRIPTION

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

VISUALS

RELATIONSHIP MAP

CHARACTER SKETCH

