

# CAIRO AFTER DARK

## Chronicles of Blood and Shadows

NAME:

NATURE:

PRIMARY VIRTUE:

PLAYER:

DEMEANOR:

CREED:

CHRONICLE:

CONCEPT:

STARTING CONVICTION:

### ATTRIBUTES

#### PHYSICAL

#### SOCIAL

#### MENTAL

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

### ABILITIES

#### TALENTS

#### SKILLS

#### KNOWLEDGES

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Awareness \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Intuition \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Demolitions \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Security \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000

Academics \_\_\_\_\_ 00000  
 Bureaucracy \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Research \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

### ADVANTAGES

#### EDGES

#### VIRTUES

NAME	CREED	LEVEL	TRIGGER
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____

MERCY	VISION	ZEAL
Score Spent	Score Spent	Score Spent
1 0 _____	1 0 _____	1 0 _____
2 0 _____	2 0 _____	2 0 _____
3 0 _____	3 0 _____	3 0 _____
4 0 _____	4 0 _____	4 0 _____
5 0 _____	5 0 _____	5 0 _____
6 0 _____	6 0 _____	6 0 _____
7 0 _____	7 0 _____	7 0 _____
8 0 _____	8 0 _____	8 0 _____
9 0 _____	9 0 _____	9 0 _____
100 _____	100 _____	100 _____

### BACKGROUNDS

### CONVICTION

### HEALTH

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

0 0 0 0 0 0 0 0 0 0

### WILLPOWER

0 0 0 0 0 0 0 0 0 0

### EXPERIENCE

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

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## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

## EDGES

NAME	CREED	LEVEL	TRIGGER
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____
_____	_____	00000	_____

## DERANGEMENT'S

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

Type: \_\_\_\_\_  
Description: \_\_\_\_\_

## COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## ARMOR

Class: \_\_\_\_\_  
Rating: \_\_\_\_\_  
Penalty: \_\_\_\_\_  
Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# CAIRO AFTER DARK

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## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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FAME

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PATRON

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ARSENAL

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DESTINY

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INFLUENCE

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RESOURCES

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BYSTANDERS

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EXPOSURE

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MENTOR

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OTHER( )

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## POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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VEHICLES

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MISC.

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EXPERIENCE

Total: \_\_\_\_\_  
Gained From: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

EXPERIENCE

Total Spent: \_\_\_\_\_  
Spent On: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## RESIDENCE

LOCATION

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DESCRIPTION

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# CAIRO AFTER DARK

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## HISTORY

IMBUING

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ORGANIZATIONS

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## DESCRIPTION

Age:	_____	_____
Date of Birth:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Hunter.Net Log-in:	_____	_____

## VISUALS

CELL CHART

CHARACTER SKETCH

