

# DIVISION SIX

THE CONSENSUS

Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Profession:  
 Department:  
 Cell:

## ATTRIBUTES

|                   |              |       |           |       |              |       |
|-------------------|--------------|-------|-----------|-------|--------------|-------|
| <b>POWER</b>      | Intelligence | 00000 | Strength  | 00000 | Presence     | 00000 |
| <b>FINESSE</b>    | Wits         | 00000 | Dexterity | 00000 | Manipulation | 00000 |
| <b>RESISTANCE</b> | Resolve      | 00000 | Stamina   | 00000 | Composure    | 00000 |

## 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
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

### FLAWS

- Size: \_\_\_\_\_
- Speed: \_\_\_\_\_
- Defense: \_\_\_\_\_
- Armor: \_\_\_\_\_
- Initiative Mod: \_\_\_\_\_

### HEALTH

00000000000000

### WILLPOWER

000000000000  
  
 Risked:

### MORALITY

- 10 \_\_\_\_\_ 0
- 9 \_\_\_\_\_ 0
- 8 \_\_\_\_\_ 0
- 7 \_\_\_\_\_ 0
- 6 \_\_\_\_\_ 0
- 5 \_\_\_\_\_ 0
- 4 \_\_\_\_\_ 0
- 3 \_\_\_\_\_ 0
- 2 \_\_\_\_\_ 0
- 1 \_\_\_\_\_ 0

| Weapon/Attack | Dice Mod. | Range | Clip  | Size  |
|---------------|-----------|-------|-------|-------|
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |

| Equipment | Durability | Structure | Size  | Cost  |
|-----------|------------|-----------|-------|-------|
| _____     | _____      | _____     | _____ | _____ |
| _____     | _____      | _____     | _____ | _____ |
| _____     | _____      | _____     | _____ | _____ |
| _____     | _____      | _____     | _____ | _____ |

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure  
 Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

# DIVISION SIX

THE CONSENSUS

## ENDOWMENTS

## HISTORY

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## TACTICS

## DESCRIPTION

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_  
 Hair: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Eyes: \_\_\_\_\_ Race: \_\_\_\_\_  
 Sex: \_\_\_\_\_ Nationality: \_\_\_\_\_

## TELLS

## EXPANDED ENDOWMENTS

Name: \_\_\_\_\_  
 Description: \_\_\_\_\_

| Name  | Level | Cost  | Book/Page |
|-------|-------|-------|-----------|
| _____ | _____ | _____ | _____     |
| _____ | _____ | _____ | _____     |
| _____ | _____ | _____ | _____     |
| _____ | _____ | _____ | _____     |
| _____ | _____ | _____ | _____     |

Name: \_\_\_\_\_  
 Description: \_\_\_\_\_

## EQUIPMENT

| Name  | Durability | Structure | Size  | Cost  |
|-------|------------|-----------|-------|-------|
| _____ | _____      | _____     | _____ | _____ |
| _____ | _____      | _____     | _____ | _____ |
| _____ | _____      | _____     | _____ | _____ |
| _____ | _____      | _____     | _____ | _____ |

## EXPERIENCE

## COMBAT

\_\_\_\_\_

| Weapon/Attack | Dice Mod. | Range | Clip  | Size  |
|---------------|-----------|-------|-------|-------|
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |
| _____         | _____     | _____ | _____ | _____ |

## PRACTICAL EXPERIENCE

\_\_\_\_\_