

# TASK FORCE VALKYRIE

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
_____	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
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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

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

# TASK FORCE VALKYRIE

## ENDOWMENTS

00000	00000	00000
00000	00000	00000
00000	00000	00000
00000	00000	00000

## TACTICS

Name: _____	Name: _____
Book: _____ Page# _____	Book: _____ Page# _____
Dice Pool: _____	Dice Pool: _____
Description: _____	Description: _____

Name: _____	Name: _____
Book: _____ Page# _____	Book: _____ Page# _____
Dice Pool: _____	Dice Pool: _____
Description: _____	Description: _____

## TELLS

## EXPERIENCE

Name: _____	TOTAL: <input style="width: 100px;" type="text"/>
Description: _____	Practical Experience: _____
_____	Total Spent: _____
_____	Spent On: _____
Name: _____	_____
Description: _____	_____
_____	_____
_____	Experience Remaining: _____

## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

**Armor**

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_



# TASK FORCE VALKYRIE

## EXPANDED MERITS

ALLIES

RESOURCES

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CONTACTS

STATUS

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FAME

TORTURE SUITE

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MENTOR

OTHER ( \_\_\_\_\_ )

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## EQUIPMENT

Name	Durability	Structure	Size	Cost	Notes

## EXPANDED ENDOWMENTS

Name	Level	Cost	Book/Page	Notes

## SAFEHOUSE

LOCATION

DESCRIPTION

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