

THE CHEIRON GROUP

THE FIELD PROJECTS DIVISION

Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

Profession:
 Sub-Division:
 Cell:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	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

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ENDOWMENTS

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

TACTICS

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

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

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

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

TELLS

EXPERIENCE

Name: _____
 Description: _____

TOTAL:

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: _____

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EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

STATUS

FAME

TORTURE SUITE

MENTOR

OTHER (_____)

EQUIPMENT

Name	Durability	Structure	Size	Cost	Notes
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

EXPANDED ENDOWMENTS

Name	Level	Cost	Book/Page	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

SAFEHOUSE

LOCATION

DESCRIPTION

_____	_____
_____	_____
_____	_____

