

THE BOND OF CHAIN

The hounds

Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

Profession:
 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

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

FLAWS

- Size: _____
- Speed: _____
- Defense: _____
- Armor: _____
- Initiative Mod: _____

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

THE BONS OF CU CHUAINN

The hounds

WARRIORS CODE 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: _____

Name: _____

Description: _____

TOTAL:

Practical Experience: _____

Total Spent: _____

Spent On: _____

Experience Remaining: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____

THE SONS OF CU CHUAINN

The hounds

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

THE SONS OF CU CHUAINN

The hounds

HISTORY

GOALS

DESCRIPTION

Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Distinguishing Characteristics: _____

VISUALS

GROUP CHART

CHARACTER SKETCH
