

# THE LOYALISTS OF THVLE THE INDEBTED

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Profession:  
Philosophy:  
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

#### ASPIRATIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### CONDITIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### TOUCHSTONES

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### HEALTH

00000000000000

#### WILLPOWER

0000000000  
  
 Risked:

#### INTEGRITY

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

Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Experience: \_\_\_\_\_  
 Beats:   
 Group Beats:

#### THE CODE

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans  
 Defense = Lower of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Integrity = 7

