

# HUNTER

## THE VIGIL

### SECOND EDITION

Name:  
Type:  
Chronicle:

Virtue:  
Vice:  
Concept:

Motivation(s):

#### ATTRIBUTES

Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000  
Resolve \_\_\_\_\_ 00000  
Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000  
Presence \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Composure \_\_\_\_\_ 00000

Power  
0 0 0 0 0 0 0 0 0 0

Finesse  
0 0 0 0 0 0 0 0 0 0

Resistance  
0 0 0 0 0 0 0 0 0 0

#### SKILLS

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

#### MERITS

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

#### FLAWS/WEAKNESS

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

#### OTHER TRAITS

##### DREAD POWERS

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

##### WEAPONS/ATTACKS

Type	Damage	Dice Pool
_____	_____	_____
_____	_____	_____
_____	_____	_____

##### ASPIRATIONS

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

##### SPECIAL RULES

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

##### DESCRIPTION

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

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

##### HEALTH/CORPUS

00000000000000  
□□□□□□□□□□

##### WILLPOWER

000000000000  
□□□□□□□□□□

##### POTENCY

000000000000

##### INTEGRITY

000000000000

##### ESSENCE

□□□□□□□□□□  
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##### ANCHORS