

HUNTER

THE VIGIL

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

PROFESSION:
COMPACT/
CONSPIRACY:

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: □

FLAWS

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

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	RATE	AMMO
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

EQUIPMENT	DURABILITY	STRUCTURE	SIZE	COST
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

HUNTER

THE VIGIL

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

Name: _____
 Description: _____

Name: _____
 Description: _____

EXPERIENCE

Total:

Practical Experience: _____
 Total Spent: _____
 Spent On: _____

Experience Remaining: _____

COMBAT

WEAPON/ATTACK	DAMAGE	RANGE	CLIP	SIZE	STRENGTH	COST

ARMOR

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

HUNTER

THE VIGIL

EXPANDED MERITS

ALLIES

CONTACTS

FAME

MENTOR

RESOURCES

STATUS

TORTUE SUITE

OTHER()

POSSESSIONS

GEAR(CARRIED)

VEHICLES

EQUIPMENT(OWNED)

MISC

SAFE HOUSE

LOCATION

DESCRIPTION
