

# 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

### FLAWS

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

### HEALTH

00000000000000  
□□□□□□□□□□□□

### WILLPOWER

00000000000000  
□□□□□□□□□□  
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	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

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CONTACTS

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FAME

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MENTOR

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RESOURCES

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STATUS

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TORTUE SUITE

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OTHER( )

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## POSSESSIONS

GEAR(CARRIED)

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VEHICLES

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EQUIPMENT(OWNED)

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MISC

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## SAFE HOUSE

LOCATION

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DESCRIPTION

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# HUNTER

THE VIGIL

## HISTORY

## GOALS

## DESCRIPTION

Apparent Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_  
Distinguishing Features: \_\_\_\_\_

## VISUALS

GROUP CHART

CHARACTER SKETCH