

# INFERNO

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Demon:  
Cult:  
Group Name:

## 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  
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### Flaws

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

### Health

00000000000000  
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### Willpower

000000000000  
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### Infernal Will

0 0 0  
 □ □ □

### Morality

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

## VICES

Envy 000 \_\_\_\_\_  
 Gluttony 000 \_\_\_\_\_  
 Greed 000 \_\_\_\_\_  
 Lust 000 \_\_\_\_\_  
 Pride 000 \_\_\_\_\_  
 Sloth 000 \_\_\_\_\_  
 Wrath 000 \_\_\_\_\_

## VESTMENTS

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

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Vices 3 • Vestments(Based on Vice Rating) • 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

# INFERNO

## OTHER TRAITS

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## DERANGEMENTS

Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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## LANGUAGES

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## HISTORY

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Goals

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## DESCRIPTION

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

Age: \_\_\_\_\_ Height: \_\_\_\_\_  
 Hair: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Eyes: \_\_\_\_\_ Race: \_\_\_\_\_  
 Sex: \_\_\_\_\_ Nationality: \_\_\_\_\_

## ALLIES AND CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## WEAPONS AND EQUIPMENT

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____