

INFERNO

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Demori:

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

Infernal Will

0 0 0
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Size:	_____
Speed:	_____
Defense:	_____
Armor:	_____
Initiative Mod:	_____
Experience:	_____

Health

00000000000000
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Willpower

0000000000
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0000000000

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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

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



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DERANGEMENTS

Type: _____

Description: _____

Type: _____

Description: _____

Type: _____

Description: _____

Type: _____

Description: _____

Type: _____

Description: _____

LANGUAGES

HISTORY

Goals

DESCRIPTION

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
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____