INNOCENT

NAME: | NATURE: | PRIMARY VIRTUE: Mercy
PLAYER: | DEMEANOR: | STARTING CONVICTION: 3
CHRONICLE: | CONCEPT: | ORGANIZATION:

ATTRIBUTES

PHYSICAL

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

SOCIAL

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

MENTAL

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

ABILITIES

TALENTS

Alertness ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Intuition ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Animal Ken ○○○○○
Crafts ○○○○○
Demolitions ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Melee ○○○○○
Performance ○○○○○
Security ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

KNOWLEDGES

Academics ○○○○○
Bureaucracy ○○○○○
Computer ○○○○○
Finance ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Research ○○○○○
Science ○○○○○

ADVANTAGES

EDGES

NAME	CREED	LEVEL	TRIGGER
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	

VIRTUES

	MERCY Score	MERCY Spent	VISION Score	VISION Spent	ZEAL Score	ZEAL Spent
1	○		○		○	
2	○		○		○	
3	○		○		○	
4	○		○		○	
5	○		○		○	
6	○		○		○	
7	○		○		○	
8	○		○		○	
9	○		○		○	
10	○		○		○	

BACKGROUNDS

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

CONVICTION

●●●○○○○○○○

WILLPOWER

○○○○○○○○○○
□□□□□□□□□□

EXPERIENCE

HEALTH

Bruised ☐
Hurt - 1 ☐
Injured - 1 ☐
Wounded - 2 ☐
Mauled - 2 ☐
Crippled - 5 ☐
Incapacitated ☐

INNOCENT

OTHER TRAITS

	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

DERANGEMENTS

Type:
Description:

Type:
Description:

Type:
Description:

Type:
Description:

GEAR & EQUIPMENT

MERITS & FLAWS

MERIT	COST	FLAW	BONUS

EDGES

NAME	CREED	LEVEL	TRIGGER
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	
		○○○○○	

DESCRIPTION

Hunter.Net Log-in:
Age:
Date of Birth:
Race:
Nationality:
Hair:
Eyes:
Height:
Weight:

ALLIES & CONTACTS

COMBAT

WEAPON/ATTACK	DIF.	DAMAGE	RANGE	RATE