

# HELL

Name:  
Player:

Health Points:  
Chronicle:

Age:  
Sex:

## ATTRIBUTES

Strength \_\_\_\_\_ ●○○○○  
Dexterity \_\_\_\_\_ ●○○○○  
Stamina \_\_\_\_\_ ●○○○○

Charisma \_\_\_\_\_ ●○○○○  
Manipulation \_\_\_\_\_ ●○○○○  
Appearance \_\_\_\_\_ ●○○○○

Perception \_\_\_\_\_ ●○○○○  
Intelligence \_\_\_\_\_ ●○○○○  
Wits \_\_\_\_\_ ●○○○○

## SKILLS

Alertness \_\_\_\_\_ ○○○○○  
Athletics \_\_\_\_\_ ○○○○○  
Brawl \_\_\_\_\_ ○○○○○  
Dodge \_\_\_\_\_ ○○○○○  
Empathy \_\_\_\_\_ ○○○○○  
Leadership \_\_\_\_\_ ○○○○○  
Streetwise \_\_\_\_\_ ○○○○○  
Swim \_\_\_\_\_ ○○○○○  
Throw \_\_\_\_\_ ○○○○○

Archery \_\_\_\_\_ ○○○○○  
Cimb \_\_\_\_\_ ○○○○○  
Drive \_\_\_\_\_ ○○○○○  
Firearms \_\_\_\_\_ ○○○○○  
Melee \_\_\_\_\_ ○○○○○  
Repair \_\_\_\_\_ ○○○○○  
Security \_\_\_\_\_ ○○○○○  
Stealth \_\_\_\_\_ ○○○○○  
Survival \_\_\_\_\_ ○○○○○

Biology \_\_\_\_\_ ○○○○○  
Chemistry \_\_\_\_\_ ○○○○○  
Electronics \_\_\_\_\_ ○○○○○  
Enginerring \_\_\_\_\_ ○○○○○  
History \_\_\_\_\_ ○○○○○  
Mathmatics \_\_\_\_\_ ○○○○○  
Medicine \_\_\_\_\_ ○○○○○  
Occult \_\_\_\_\_ ○○○○○  
Science \_\_\_\_\_ ○○○○○

## ADVANTAGES

### WILLPOWER

○○○○○○○○○○○○  
□□□□□□□□□□

### SANITY

○○○○○○○○○○○○  
□□□□□□□□□□

### HEALTH

Bruised 0  
Bruised 0  
Bruised 0  
Bruised 0  
Hurt -1 0  
Injured -1 0  
Wounded -2 0  
Mauled -2 0  
Crippled -5 0  
Incapacitated 0

### FAITH

○○○○○○○○○○○○  
□□□□□□□□□□

### LUCK

○○○○○○○○○○○○  
□□□□□□□□□□

### WEAPONS

Name	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

### EQUIPMENT

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

### EXPERIENCE

\_\_\_\_\_