

# PROJECT TWILIGHT

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Agency:

Rank:  
Codename:  
Concept:

## Attributes

### Physical

Strength \_\_\_\_\_ ●0000  
Dexterity \_\_\_\_\_ ●0000  
Stamina \_\_\_\_\_ ●0000

### Social

Charisma \_\_\_\_\_ ●0000  
Manipulation \_\_\_\_\_ ●0000  
Appearance \_\_\_\_\_ ●0000

### Mental

Perception \_\_\_\_\_ ●0000  
Intelligence \_\_\_\_\_ ●0000  
Wits \_\_\_\_\_ ●0000

## Abilities

### Talents

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

### Skills

Animal Ken \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Repair \_\_\_\_\_ 00000  
Security \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000

### Knowledges

Bureaucracy \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Covert Culture \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000

## Advantages

### Backgrounds

Allies \_\_\_\_\_ ●●0000  
Influence \_\_\_\_\_ ●●0000  
Resources \_\_\_\_\_ ●00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### Numina/Other Traits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### True Faith

0 0 0 0 0 0 0 0 0 0 0 0  
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### Willpower

0 0 0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □ □ □

### Health

Bruised \_\_\_\_\_ □  
Hurt - 1 \_\_\_\_\_ □  
Injured - 1 \_\_\_\_\_ □  
Wounded - 2 \_\_\_\_\_ □  
Mauled - 2 \_\_\_\_\_ □  
Crippled - 5 \_\_\_\_\_ □  
Incapacitated \_\_\_\_\_ □

Weapon/Attack	Roll	Difficulty	Damage	Range	Rate	Clip	Conceal	Rank

### Experience