

THE STRICKEN: DEATH BY PESTILENCE

Name:
Player:
Chronicle:

Geist:
Virtue:
Vice:

Archetype:
Concept:
Krew:

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
 _____ 00000

Keystone Memento

Keys

Manifestations

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Health

00000000000000
 □□□□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□

Psyche

0000000000

Plasm

□□□□□□□□□□
 □□□□□□□□□□
 □□□□□□□□□□

Synergy

Max Synergy: _____

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

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

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Record Archetype and Threshold • Manifestations: 3 dots • Select 1 Key from Threshold and 1 to represent Keystone Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Synergy = 7 • Psyche starts at 1 dot • Plasm starts at 1/2 max pool.

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Geist

Name: _____
 Age: _____
 Description: _____

Krewe

Name: _____
 Founder: _____
 Members: _____

Ban: _____

Duty: _____

Destiny: _____

Benefits: _____

Krewe Experience: _____
 Spent: _____ Remaining: _____

Other Traits

| | | | |
|-------|-------|-------|-------|
| _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 |

Ceremonies

| Name | Rating | Dice Pool | Book/Page |
|-------|--------|-----------|-----------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

Mementos

| | |
|------------------|------------------|
| Type: _____ | Type: _____ |
| Threshold: _____ | Threshold: _____ |
| Key: _____ | Key: _____ |
| Special: _____ | Special: _____ |
| _____ | _____ |

| | |
|------------------|------------------|
| Type: _____ | Type: _____ |
| Threshold: _____ | Threshold: _____ |
| Key: _____ | Key: _____ |
| Special: _____ | Special: _____ |
| _____ | _____ |

Equipment

| Item | Durability | Structure | Size | Cost |
|-------|------------|-----------|-------|-------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |

Combat

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

THE STRICKEN: DEATH BY PESTILENCE

Expanded Merits

Allies

Mentor

Contacts

Resources

Fame

Retainer

Other(_____)

Other(_____)

Possessions

Gear (Carried)

Other Equipment

Vehicles

| Type | Durability | Structure | Size | Acceleration | Safe Speed | Max Speed | Handling |
|-------|------------|-----------|-------|--------------|------------|-----------|----------|
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ | _____ |

Haunt Description

Location
