

# V.A.S.C.U.

## VANGUARD SERIAL CRIMES UNIT

Name:  
 Player:  
 Chronicle:

Virtue:  
 Vice:  
 Concept:

Profession:  
 Department:  
 Cell:

### ATTRIBUTES

|                   |              |       |           |       |              |       |
|-------------------|--------------|-------|-----------|-------|--------------|-------|
| <b>POWER</b>      | Intelligence | 00000 | Strength  | 00000 | Presence     | 00000 |
| <b>FINESSE</b>    | Wits         | 00000 | Dexterity | 00000 | Manipulation | 00000 |
| <b>RESISTANCE</b> | 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

#### ASPIRATIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### CONDITIONS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### TOUCHSTONES

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### HEALTH

00000000000000

#### WILLPOWER

0000000000  
  
 Risked:

#### INTEGRITY

- 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: \_\_\_\_\_  
 Beats:   
 Group Beats:

#### THE CODE

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans  
 Defense = Lower of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Integrity = 7

