

SURVIVORS CLUB

Name:
 Player:
 Chronicle:

Virtue:
 Vice:
 Concept:

Profession:
 Chapter:
 Cell:

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

ASPIRATIONS

- _____
- _____
- _____
- _____
- _____
- _____
- _____

CONDITIONS

- _____
- _____
- _____

TOUCHSTONES

- _____
- _____
- _____
- _____
- _____
- _____

HEALTH

00000000000000

WILLPOWER

0000000000

Risky:

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

SURVIVORS CLUB

ENDOWMENTS

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

TACTICS

Name: _____
 Dice Pool: _____
 Description: _____

Name: _____
 Dice Pool: _____
 Description: _____

Name: _____
 Dice Pool: _____
 Description: _____

Name: _____
 Dice Pool: _____
 Description: _____

Name: _____
 Dice Pool: _____
 Description: _____

Name: _____
 Dice Pool: _____
 Description: _____

Name: _____
 Dice Pool: _____
 Description: _____

Name: _____
 Dice Pool: _____
 Description: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

SURVIVORS CLUB

EXPANDED MERITS

ALLIES

MENTOR

ALTERNATE IDENTITY

RESOURCES

CONTACTS

STATUS

FAME

OTHER (_____)

EQUIPMENT

Name

Durability

Structure

Size

Cost

Notes

Name	Durability	Structure	Size	Cost	Notes
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

SAFEHOUSE

LOCATION

DESCRIPTION

SURVIVORS CLUB

HISTORY

GOALS

DESCRIPTION

Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Distinguishing Characteristics: _____

VISUALS

CELL CHART

CHARACTER SKETCH
