

HUNTER

THE VIGIL

Name: _____ Concept: _____ Profession: _____
 Player: _____ Virtue: _____ Cell: _____
 Chronicle: _____ Vice: _____ Compact/ _____
 Conspiracy: _____

ATTRIBUTES

POWER	INTELLIGENCE ●●●●	STRENGTH ●●●●	PRESENCE ●●●●
FINESSE	WITS ●●●●	DEXTERITY ●●●●	MANIPULATION ●●●●
RESISTANCE	RESOLVE ●●●●	STAMINA ●●●●	COMPOSURE ●●●●

SKILLS

MENTAL (-3 unskilled)

- ☐ Academics _____ ○○○○
- ☐ Computer _____ ○○○○
- ☐ Crafts _____ ○○○○
- ☐ Investigation _____ ○○○○
- ☐ Medicine _____ ○○○○
- ☐ Occult _____ ○○○○
- ☐ Politics _____ ○○○○
- ☐ Science _____ ○○○○

PHYSICAL (-1 unskilled)

- ☐ Athletics _____ ○○○○
- ☐ Brawl _____ ○○○○
- ☐ Drive _____ ○○○○
- ☐ Firearms _____ ○○○○
- ☐ Larceny _____ ○○○○
- ☐ Stealth _____ ○○○○
- ☐ Survival _____ ○○○○
- ☐ Weaponry _____ ○○○○

SOCIAL (-1 unskilled)

- ☐ Animal Ken _____ ○○○○
- ☐ Empathy _____ ○○○○
- ☐ Expression _____ ○○○○
- ☐ Intimidation _____ ○○○○
- ☐ Persuasion _____ ○○○○
- ☐ Socialize _____ ○○○○
- ☐ Streetwise _____ ○○○○
- ☐ Subterfuge _____ ○○○○

OTHER TRAITS

MERITS

- _____ ○○○○
- _____ ○○○○
- _____ ○○○○
- _____ ○○○○
- _____ ○○○○
- _____ ○○○○
- _____ ○○○○

FLAWS

- _____
- _____
- _____

TACTICS

- _____
- _____
- _____

HEALTH

○○○○○○○○○○○○○○○○○○

WILLPOWER

○○○○○○○○○○○○○○○○

MORALITY

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

Size _____
 Speed _____
 Initiative Mod _____
 Defense _____
 Armor _____

WEAPONS

DICE MOD

- _____
- _____

EQUIPMENT

DICE MOD

- _____
- _____

Experience _____