

SECOND SIGHT

Name:
Age:
Player:

Virtue:
Vice:
Concept:

Type:
Faction:
Chronicle:

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

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

Health

00000000000000
□□□□□□□□□□

Willpower

0000000000
□□□□□□□□

Supernatural Tolerance

0000000000

Essence

□□□□□□□□
□□□□□□□□

Morality

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

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

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

SECOND SIGHT

OTHER TRAITS

00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

00000

FLAWS

Type:

Description:

DERANGEMENTS

Type:

Description:

Type:

Description:

EXPERIENCE

TOTAL:

Gained From:

TOTAL SPENT:

Spent On:

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating:

Strength:

Defense:

Speed:

Description:

Experience Chart: Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Merit: New dots x2 • Morality: New dots x3

OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

FLAWS

DERANGEMENTS

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

EXPERIENCE

--

Gained From:

TOTAL SPENT:

Spent On: _____

COMBAT

[illegible]

Armor

Rating: _____

Strength:

Defense: _____

Speed: _____

Description:

SECOND SIGHT

EXPANDED MERITS

Allies

Contacts

Fame

Language

Mentor

Resources

Retainer

Other(_____)

POSSESSIONS

Equipment

Durability

Structure

Size

Cost

Vehicle

Durability

Structure

Size

Acceleration

Safe Speed

Max Speed

Handling

RESIDENCE

Location

Description

SECOND SIGHT

HISTORY

Goals

DESCRIPTION

Age:	_____	_____
Date of Birth:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____
Distinguishing Characteristics:	_____	

VISUALS

Group Chart

Character Sketch

