

INVENTORY SKILLS ATTRIBUTES

Player:

Name:

Age:

Int ●0000	Str ●0000	Pre ●0000
Wits ●0000	Dex ●0000	Man ●0000
Res ●0000	Sta ●0000	Com ●0000

Chronicle:

Job/Position:

Group Name:

Vice:

Virtue:

000 Academics, Computer, Crafts, Investigation, Medicine, Occult, Politics, Science

000 Athletics, Brawl, Drive, Firearms, Larceny, Stealth, Survival, Weaponry

000 Animal Ken, Empathy, Expression, Intimidation, Persuasion, Socialize, Streetwise, Subterfuge

Weapon /Attack	Dice Mod.	Range	Clip	Size
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Equipment	Durability	Structure	Size	Cost
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Size: _____ Speed: _____ Defense: _____ Armor: _____ Initiative Mod: _____ Experience _____

Attributes 5/4/3 • Skills 1/2/3 • Merits 5 • (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

Health

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Willpower Morality

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Merits

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_____ 00000

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Willpower Morality

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Merits

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Willpower Morality

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Merits

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