

HUNTER

THE VIGIL

Name: Trevor James
 Player:
 Chronicle:

Virtue: Fortitude
 Vice: Pride
 Concept:

Profession: Vagrant
 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 jazda wierzchem ●●○○○
- Firearms rewolwery, strzelba ●●○○○
- Larceny ○○○○○
- Stealth ○○○○○
- Survival rozpalanie ogniska ●●○○○
- Weaponry ○○○○○

SOCIAL

(-1 unskilled)

- Animal Ken konie ●○○○○
- Empathy ○○○○○
- Expression ○○○○○
- Intimidation ○○○○○
- Persuasion ●●○○○
- Socialize ○○○○○
- Streetwise ●○○○○
- Subterfuge ●●○○○

OTHER TRAITS

MERITS

- Quick Draw ●○○○○
- Danger Sense ●●○○○
- Resources ●●○○○
- Ambidextrous ●●○○○
- Gunslinger ●●○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

FLAWS

- Behavior Blind _____
- _____
- Size: 5 _____
- Speed: 11 _____
- Defense: 3 _____
- Armor: _____
- Initiative Mod: 5 _____

HEALTH

●●●●●●●●○○○○○
 □□□□□□□□□□□□

WILLPOWER

●●●●●●●○○○○○
 □□□□□□□□□□
 Risked: □

MORALITY

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

Weapon/Attack	Dice Mod.	Range	Clip	Size
.44magnum (rev, Hvy) x2	3	35/70/140	6	1
Remington M870 (shotgun)	4	20/40/80	2	2
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

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

HUNTER

THE VIGIL

ENDOWMENTS

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

TACTICS

Name: _____
 Book: _____ Page# _____
 Dice Pool: _____
 Description: _____

Name: _____
 Book: _____ Page# _____
 Dice Pool: _____
 Description: _____

Name: _____
 Book: _____ Page# _____
 Dice Pool: _____
 Description: _____

Name: _____
 Book: _____ Page# _____
 Dice Pool: _____
 Description: _____

TELLS

Name: _____
 Description: _____

Name: _____
 Description: _____

EXPERIENCE

TOTAL:

Practical Experience: _____
 Total Spent: _____
 Spent On: _____

Experience Remaining: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

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

HUNTER

THE VIGIL

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

STATUS

FAME

TORTURE SUITE

MENTOR

OTHER(_____)

EQUIPMENT

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

EXPANDED ENDOWMENTS

Name	Level	Cost	Book/Page	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

SAFEHOUSE

LOCATION

DESCRIPTION

_____	_____
_____	_____
_____	_____

