

# 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 \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • 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