HUNTER
THE VIGIL
SECOND EDITION

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

ATTRIBUTES

POWER	Intelligence	OOOOO	Strength	OOOOO	Presence OOOOO
FINESSE	Wits	OOOOO	Dexterity	OOOOO	Manipulation OOOOO
RESISTANCE	Resolve	OOOOO	Stamina	OOOOO	Composure OOOOO

SKILLS

MENTAL
(-3 unskilled)

☐ Academics _____ OOOOO
☐ Computer _____ OOOOO
☐ Crafts _____ OOOOO
☐ Investigation _____ OOOOO
☐ Medicine _____ OOOOO
☐ Occult _____ OOOOO
☐ Politics _____ OOOOO
☐ Science _____ OOOOO

PHYSICAL
(-1 unskilled)

☐ Athletics _____ OOOOO
☐ Brawl _____ OOOOO
☐ Drive _____ OOOOO
☐ Firearms _____ OOOOO
☐ Larceny _____ OOOOO
☐ Stealth _____ OOOOO
☐ Survival _____ OOOOO
☐ Weaponry _____ OOOOO

SOCIAL
(-1 unskilled)

☐ Animal Ken _____ OOOOO
☐ Empathy _____ OOOOO
☐ Expression _____ OOOOO
☐ Intimidation _____ OOOOO
☐ Persuasion _____ OOOOO
☐ Socialize _____ OOOOO
☐ Streetwise _____ OOOOO
☐ Subterfuge _____ OOOOO

OTHER TRAITS

MERITS
_____ OOOOO
_____ OOOOO
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CONDITIONS
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TOUCHSTONES
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HEALTH
OOOOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐☐☐

WILLPOWER
OOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐
Risked: ☐

INTEGRITY
10 _____ O
9 _____ O
8 _____ O
7 _____ O
6 _____ O
5 _____ O
4 _____ O
3 _____ O
2 _____ O
1 _____ O

Size: _____   Speed: _____
Defense: _____   Armor: _____
Initiative Mod: _____
Experience: _____
Beats: ☐ ☐ ☐ ☐ ☐
Group Beats: ☐ ☐ ☐ ☐ ☐

THE CODE
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MERITS

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ENDOWMENTS

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HISTORY

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DESCRIPTION

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Age:_____		Height:_____	
Hair:_____		Weight:_____	
Eyes:_____		Race:_____	
Sex:_____		Nationality:_____	

TACTICS

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EQUIPMENT

Item	Durability	Structure	Size	Cost

COMBAT

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size