

PROJECT TWILIGHT

Name:
Player:
Chronicle

Nature:
Demeanor:
Agency:

Rank:
Codename:
Concept:

Attributes

Physical

Strength _____ ●○○○○
Dexterity _____ ●○○○○
Stamina _____ ●○○○○

Social

Charisma _____ ●○○○○
Manipulation _____ ●○○○○
Appearance _____ ●○○○○

Mental

Perception _____ ●○○○○
Intelligence _____ ●○○○○
Wits _____ ●○○○○

Abilities

Talents

Alertness _____ ○○○○○
Athletics _____ ○○○○○
Brawl _____ ○○○○○
Dodge _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Leadership _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

Skills

Animal Ken _____ ○○○○○
Drive _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ○○○○○
Repair _____ ○○○○○
Security _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○

Knowledge

Bureaucracy _____ ○○○○○
Computer _____ ○○○○○
Covert Culture _____ ○○○○○
Investigation _____ ○○○○○
Law _____ ○○○○○
Linguistics _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○

Advantages

Numina

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_____ ○○○○○
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Background

Allies _____ ●●○○○
Influence _____ ●●○○○
Resources _____ ●●○○○
_____ ○○○○○
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Merits & Flaws

True Faith

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Willpower

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Health

Bruised
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

Maneuver/Weapon	Roll	Difficulty	Damage	Range	Rate	Clip	Conceal	Rank

Experience

P - Pocket J - Jacket T - Trenchcoat N - No concealment

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 3 Freebie Points: 21 (7/5/2/2)

Other Traits

History

Prelude

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First Case

Cases solved

Service Record

Awards received (promotions, citations, etc.):

Black marks (disciplinary demerits, rank decrease, etc.):

Distinguishing features:

Description

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

Equipment

	Rank	Roll	Difficulty
Gear (carried)			

Possessions (owned)			

Brawling Chart

Maneuver	Roll	Diff	Damage
Body Slam	Dex + Brawl	7	Special
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength + 1
Punch	Dex + Brawl	6	Strength