

PROJECT TWILIGHT

Name:
Player:
Chronicle

Nature:
Demeanor:
Agency:

Rank:
Codename:
Concept:

Attributes

Physical	Social	Mental
Strength _____ ●○○○○	Charisma _____ ●○○○○	Perception _____ ●○○○○
Dexterity _____ ●○○○○	Manipulation _____ ●○○○○	Intelligence _____ ●○○○○
Stamina _____ ●○○○○	Appearance _____ ●○○○○	Wits _____ ●○○○○

Abilities

Talents	Skills	Knowledge
Alertness _____ 00000	Animal Ken _____ 00000	Bureaucracy _____ 00000
Athletics _____ 00000	Drive _____ 00000	Computer _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Covert Culture _____ 00000
Dodge _____ 00000	Firearms _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Melee _____ 00000	Law _____ 00000
Expression _____ 00000	Performance _____ 00000	Linguistics _____ 00000
Intimidation _____ 00000	Repair _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Security _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Science _____ 00000

Advantages

Numina	Background	Merits & Flaws
_____ 00000	Allies _____ ●●○○○	_____
_____ 00000	Influence _____ ●●○○○	_____
_____ 00000	Resources _____ ●●○○○	_____
_____ 00000	_____ 00000	_____
_____ 00000	_____ 00000	_____

True Faith

○○○○○○○○○○
□□□□□□□□

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

_____ 00000
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Description

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

Equipment

	Rank	Roll	Difficulty
Gear (carried)			

Possessions (owned)			

History

Prelude

First Case

Cases solved

Service Record

Awards received (promotions, citations, etc.):

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

Distinguishing features:

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