

TASK FORCE VALKYRIE

Name: Gordon Grant

Virtue: Fortitude

Profession: Technician

Player: sir Thomas

Vice: Wrath

Department: Project TWILIGHT

Chronicle: First Hunter's Tomb

Concept: Police technician

Cell: N/A

ATTRIBUTES

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

SKILLS

MENTAL

(3 unskilled)

- Academics 00000
- Computer Image processing ●●●●●
- Crafts* ●●●●●
- Investigation* ●●●●●
- Medicine ●●●●●
- Occult 00000
- Politics 00000
- Science ●●●●●

PHYSICAL

(1 unskilled)

- Athletics Climbing ●●●●●
- Brawl 00000
- Drive ●●●●●
- Firearms Autofire ●●●●●
- Larceny* ●●●●●
- Stealth ●●●●●
- Survival ●●●●●
- Weaponry 00000

SOCIAL

(1 unskilled)

- Animal Ken 00000
- Empathy ●●●●●
- Expression 00000
- Intimidation 00000
- Persuasion ●●●●●
- Socialize ●●●●●
- Streetwise 00000
- Subterfuge ●●●●●

OTHER TRAITS

MERITS

- Professional Training ●●●●●
- Status: Task Force Valkyrie ●●●●●
- Resources ●●●●●
- FS: Combat Markmanship ●●●●●
- Iron Stamina ●●●●●
- Trained Observer ●●●●●
- Quick Draw (Firearms) ●●●●●
- Etheric Goggles ●●●●●
- Etheric Rounds (M16) ●●●●●

FLAWS

- Size: 5
- Speed: 10
- Defense: 2
- Armor: 1/2* (not head)
- Initiative Mod: 6+2

HEALTH

●●●●●●●●●●

WILLPOWER

●●●●●●●●●●

 Risked:

MORALITY

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ ●
 5 _____ ●
 4 _____ ●
 3 _____ ●
 2 _____ ●
 1 _____ ●

Weapon/Attack	Dice Mod.	Range	Clip	Size
Colt M16A4 (customized)	4L	150	30+1	3 (2/L)
laser sights (visible, infrared)	+1	to 300		
Glock 22	2L [9*]	20	15	1/S

Equipment	Durability	Structure	Size	Cost
Multitool	3	4	1/P	
Duct Tape	1	2	1/S	
Outdoor Smartphone	2	3	1/P	
Survival Kit, Mountaneering	2	5	3	

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

TASK FORCE VALKYRIE

NOTES

Crafts specialties: Jury-Rigging, Traps, Repair

Investigation specialties: CSI, Puzzles, Surveillance

Larceny specialties: Security Systems, Wiretapping

Armor: 1/2* torso, neck and extremities (not including head)

Customized Colt M16A3: laser sights (both visible and infrared), collapsible stock

Etheric Goggles: perfectly functional night-vision goggles + may be activated to see Twilight (-2 to general perception)

Etheric Rounds: one clip (30 rounds) of 5.56 NATO rifle rounds harming Twilight entities (-1 damage to living)

FS: Combat Markmanship

Shoot First: + Firearms to initiative (when enters combat with gun in hand, or draws it in the first turn)

Tactical Reload: once in turn reload gun from detachable magazine as a reflexive action

Quick Draw: draw weapon and fire in single action (when it was on person, no Defense penalty)

Trained Observer: removes up to -3 penalties on perception rolls

Professional Training contacts: Police, Task Force Valkyrie R&D, Federal Agencies

Multitool: may grant up to +2 to Crafts and related Skills

Duct Tape: may grant +1 or +2 to some uses of Crafts (repair, jury-rigging, ...)

Outdoor Smartphone: computer use suffers -2 penalty, data storage, satellite receiver (no Internet)

Survival Kit, Mountaineering: +3 to applicable Survival-based rolls and Stamina+Resolve rolls to resist exposure

includes GPS location device, ropes, first aid kit, tent, sleeping bag, solar blanket, weatherproof matches, glowsticks, ...

Electromagnetic Field detector (durability 1, size 1)

Thermal-Imaging Camera (durability 1, size 1)

