

MORTALS

NAME:

NATURE:

AGE:

PLAYER:

DEMEANOR:

SEX:

CHRONICLE:

CONCEPT:

RESIDENCE:

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 _____ ○○○○○○
 Crafts _____ ○○○○○○
 Drive _____ ○○○○○○
 Etiquette _____ ○○○○○○
 Firearms _____ ○○○○○○
 Melee _____ ○○○○○○
 Performance _____ ○○○○○○
 Security _____ ○○○○○○
 Stealth _____ ○○○○○○
 Survival _____ ○○○○○○

KNOWLEDGES

Academics _____ ○○○○○○
 Computer _____ ○○○○○○
 Finance _____ ○○○○○○
 Investigation _____ ○○○○○○
 Law _____ ○○○○○○
 Linguistics _____ ○○○○○○
 Medicine _____ ○○○○○○
 Occult _____ ○○○○○○
 Politics _____ ○○○○○○
 Science _____ ○○○○○○

ADVANTAGES

← MERITS & FLAWS →

MERIT	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

BACKGROUNDS

_____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

VIRTUES

Conscience _____ ●○○○○○
 Self-Control _____ ●○○○○○
 Courage _____ ●○○○○○

← HUMANITY →

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

← WILLPOWER →

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

← HEALTH →

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

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	CLIP

ARMOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____

← EXPERIENCE →