

MORTALS

NAME:

NATURE:

AGE:

PLAYER:

DEMEANOR:

SEX:

CHRONICLE:

CONCEPT:

RESIDENCE:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

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

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

Alertness _____ ○○○○○ Animal Ken _____ ○○○○○ Academics _____ ○○○○○
 Athletics _____ ○○○○○ Crafts _____ ○○○○○ Computer _____ ○○○○○
 Brawl _____ ○○○○○ Drive _____ ○○○○○ Finance _____ ○○○○○
 Dodge _____ ○○○○○ Etiquette _____ ○○○○○ Investigation _____ ○○○○○
 Empathy _____ ○○○○○ Firearms _____ ○○○○○ Law _____ ○○○○○
 Expression _____ ○○○○○ Melee _____ ○○○○○ Linguistics _____ ○○○○○
 Intimidation _____ ○○○○○ Performance _____ ○○○○○ Medicine _____ ○○○○○
 Leadership _____ ○○○○○ Security _____ ○○○○○ Occult _____ ○○○○○
 Streetwise _____ ○○○○○ Stealth _____ ○○○○○ Politics _____ ○○○○○
 Subterfuge _____ ○○○○○ Survival _____ ○○○○○ Science _____ ○○○○○

ADVANTAGES

MERITS & FLAWS

BACKGROUNDS

VIRTUES

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

NUMINA

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