

Mortal

| | | |
|---------------------------------|---------------------------------|-------------------------------|
| Name: | Concept: | Xp: |
| Age: | Virtue | Initiative: (Dex+Comp)= +1D10 |
| Faction: | Vice: | Defense: |
| Health | Willpower | Size: |
| ○○○○○○○○○○○○○○ □□□□□□□□□□□□□ | ○○○○○○○○○○○○○○ □□□□□□□□□□□□□ | Speed: |
| | | Perception: (Wits+Comp)= |

Attributes

| | | | |
|-------------------|--------------------|-----------------|--------------------|
| Power | Intelligence ●○○○○ | Strength ●○○○○ | Presence ●○○○○ |
| Finesse | Wits ●○○○○ | Dexterity ●○○○○ | Manipulation ●○○○○ |
| Resistance | Resolve ●○○○○ | Stamina ●○○○○ | Composure ●○○○○ |

| Skills | Skills | Skills | Merits/Flaws |
|---------------------------|----------------------------|--------------------------|--------------|
| Mental (-3 unskilled) | Physical (-1 unskilled) | Social (-1 unskilled) | Merits |
| Academics _____ ○○○○○ | Athletics _____ ○○○○○ | Animal Ken _____ ○○○○○ | _____ ○○○○○ |
| Computer _____ ○○○○○ | Brawl _____ ○○○○○ | Empathy _____ ○○○○○ | _____ ○○○○○ |
| Crafts _____ ○○○○○ | Drive _____ ○○○○○ | Expression _____ ○○○○○ | _____ ○○○○○ |
| Investigation _____ ○○○○○ | Firearms _____ ○○○○○ | Intimidation _____ ○○○○○ | _____ ○○○○○ |
| Medicine _____ ○○○○○ | Larceny _____ ○○○○○ | Persuasion _____ ○○○○○ | _____ ○○○○○ |
| Occult _____ ○○○○○ | Stealth _____ ○○○○○ | Socialize _____ ○○○○○ | _____ ○○○○○ |
| Politics _____ ○○○○○ | Survival _____ ○○○○○ | Streetwise _____ ○○○○○ | _____ ○○○○○ |
| Science _____ ○○○○○ | Weaponry _____ ○○○○○ | Subterfuge _____ ○○○○○ | _____ ○○○○○ |

| Mental Specialties | | Physical Specialties | | Social Specialties | | Flaws |
|--------------------|-----------|----------------------|-----------|--------------------|-----------|-------|
| Skill | Specialty | Skill | Specialty | Skill | Specialty | |
| | | | | | | |
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| Weapons/Armor | | Weapons/Armor | | Weapons/Armor | | Weapons/Armor | |
|---------------|--------|---------------|---------|---------------|------------|---------------|---------|
| Weapons | Damage | Ranges | | Clip/Ammo | Strength | Size | Special |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
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| | | | | | | | |
| Armor Type | Rating | Strength | Defense | Speed | Perception | Special/AR | |
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AR=Armor rating, which is the amount of bashing, lethal, or aggravated damage armor can take before falling into ruin. Each point of damage taken by a person is subtracted off the person's AR as well.
 NOTE: Armor only takes bashing damage from weapons of size 2 or creatures with Strength of 6 or more.

| Equipment | Morality |
|-----------------|--------------------|
| Equipment _____ | Special _____ |
| | 10 (roll 5 dice) ○ |
| | 9 (roll 5 dice) ○ |
| | 8 (roll 4 dice) ○ |
| | 7 (roll 4 dice) ○ |
| | 6 (roll 3 dice) ○ |
| | 5 (roll 3 dice) ○ |
| | 4 (roll 3 dice) ○ |
| | 3 (roll 2 dice) ○ |
| | 2 (roll 2 dice) ○ |
| | 1 (roll 1 dice) ○ |

Attributes 5/4/3 * Skills 11/7/4 (+3 specialties) * Merits 7 * (Buying the fifth dot in any area costs 2 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

