

MORTALS

Name: _____ Virtue: _____
 Player: _____ Vice: _____
 Chronicle: _____ Concept: _____

Attributes

| Physical | Social | Mental |
|-----------------------|--------------------------|--------------------------|
| Strength _____ 00000 | Composure _____ 00000 | Resolve _____ 00000 |
| Dexterity _____ 00000 | Manipulation _____ 00000 | Intelligence _____ 00000 |
| Stamina _____ 00000 | Presence _____ 00000 | Wits _____ 00000 |

Abilities

| Physical | Social | Mental |
|-----------------------|--------------------------|---------------------------|
| Athletics _____ 00000 | Animal Ken _____ 00000 | Academics _____ 00000 |
| Brawl _____ 00000 | Empathy _____ 00000 | Computer _____ 00000 |
| Drive _____ 00000 | Expression _____ 00000 | Crafts _____ 00000 |
| Firearms _____ 00000 | Intimidation _____ 00000 | Investigation _____ 00000 |
| Larceny _____ 00000 | Persuasion _____ 00000 | Medicine _____ 00000 |
| Stealth _____ 00000 | Socialize _____ 00000 | Occult _____ 00000 |
| Survival _____ 00000 | Streetwise _____ 00000 | Politics _____ 00000 |
| Weaponry _____ 00000 | Subterfuge _____ 00000 | Science _____ 00000 |

Other Traits

| Namima | Merits | Flaws |
|-------------|-------------|-------|
| _____ 00000 | _____ 00000 | _____ |
| _____ 00000 | _____ 00000 | _____ |
| _____ 00000 | _____ 00000 | _____ |
| _____ 00000 | _____ 00000 | _____ |
| _____ 00000 | _____ 00000 | _____ |
| _____ 00000 | _____ 00000 | _____ |
| _____ 00000 | _____ 00000 | _____ |
| _____ 00000 | _____ 00000 | _____ |

Morality

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

Willpower

0 0 0 0 0 0 0 0 0 0 0 0

Health

0 0 0 0 0 0 0 0 0 0 0 0

True Faith

0 0 0 0 0 0 0 0 0 0 0 0

Size _____
 Speed _____
 Initiative _____
 Defense _____
 Armor _____

Experience

MORTALS

Rituals/Other Abilities

Equipment

Dice Mod

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Derangements

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Combat

| Weapon | Dice Mod | Durability | Structure | Size | Range | Rate of Fire |
|--------|----------|------------|-----------|------|-------|--------------|
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| Combat Maneuver | Effect/Dice Modifier |
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Brawling Table

| Move | Dice Pool | Dice Mod |
|------------------|------------------------|------------------------|
| Kick/Punch | Str+Brawl | none |
| Off-hand Attack | As applicable | -2 |
| All-out Attack | As applicable | +2/lose Defense |
| Bite | Str+Brawl | varies |
| Initiate Grapple | Str+Brawl | none |
| Sustain Grapple | Str+Brawl | -opposing Str |
| Attack Grapple | Str+Brawl | +2 |
| Prone | | |
| Immobilize | Str+Brawl (in grapple) | -opposing Str |
| Disarm | Str+Brawl (in grapple) | -opposing Str |
| Break Grapple | Str+Brawl | -opposing Str |
| Charge | As applicable | 2x speed/lose Defense |
| Dodge | no roll | x2 Defense/lose action |

MORTALS

Expanded Background

Contacts

Allies

Influence

Supernatural Allies

Resources

Retainers

Equipment

Status

Fame

Mentor

Possessions

Gear Carried

Equipment Owned

Home

Other Notes



MORTALS



History



Description

Age _____
Apparent Age _____
Date of Birth _____
Hair _____
Eyes _____
Race _____
Nationality _____
Height _____
Weight _____
Sex _____



Visuals

