

MERCURIAL ELITE

Name:
Player:
Chronicle:

Nature:
Demeanor:
Essence:

Faction:
Cabal:
Concept:

Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

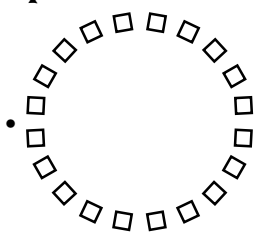
Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Crafts _____ 00000	Academics _____ 00000
Art _____ 00000	Drive _____ 00000	Computer _____ 00000
Athletics _____ 00000	Etiquette _____ 00000	Cosmology _____ 00000
Awareness _____ 00000	Firearms _____ 00000	Enigmas _____ 00000
Brawl _____ 00000	Martial Arts _____ 00000	Esoterica _____ 00000
Empathy _____ 00000	Meditation _____ 00000	Investigation _____ 00000
Expression _____ 00000	Melee _____ 00000	Law _____ 00000
Intimidation _____ 00000	Research _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000
_____ 00000	_____ 00000	_____ 00000

Spheres

Correspondence _____ 00000	Life _____ 00000	Prime _____ 00000
Entropy _____ 00000	Matter _____ 00000	Spirit _____ 00000
Forces _____ 00000	Mind _____ 00000	Time _____ 00000

Advantages

Backgrounds	Areté	Health
_____ 00000	O O O O O O O O O O	Bruised □
_____ 00000	Willpower	Hurt -1 □
_____ 00000	O O O O O O O O O O	Injured -1 □
_____ 00000	□ □ □ □ □ □ □ □ □ □	Wounded -2 □
_____ 00000	Quintessence	Mauled -2 □
_____ 00000		Crippled -5 □
Other Traits	Paradox	Incapacitated □
_____ 00000		Experience
_____ 00000		<div style="border: 1px solid black; width: 100%; height: 40px; margin: 0 auto;"></div>
_____ 00000		
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