

MORTAL

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

AGE:
FACTION:
GROUP NAME:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL

(3 Unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

PHYSICAL

(1 Unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

SOCIAL

(1 Unskilled)

Animal Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

MERITS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

FLAWS

HEALTH

0 0 0 0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □ □ □ □

WILLPOWER

0 0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □ □

HUMANITY

0 0 0 0 0 0 0 0 0 0 0

MORALITY

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

SIZE: _____
SPEED: _____
DEFENSE: _____
ARMOR: _____
INITIATIVE MOD: _____
EXPERIENCE: _____

WEAPON/ATTACK	DICE MOD.	RANGE	CLIP	SIZE
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

EQUIPMENT	DURABILITY	STRUCTURE	SIZE	COST
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

MORTAL

DERANGEMENTS

TYPE: _____

DESCRIPTION: _____

TYPE: _____

DESCRIPTION: _____

TYPE: _____

DESCRIPTION: _____

TYPE: _____

DESCRIPTION: _____

LANGUAGES

EXPERIENCE

TOTAL: _____

TOTAL SPENT: _____

SPENT ON: _____

TOTAL REMAINING: _____

CYBERNETICS

CYBERWARE

DAMAGE/FUNCTION

HUMANITY LOSS

TOTAL HUMANITY LOSS: _____

COMBAT

WEAPON/ATTACK

DIFF.

DAMAGE

RANGE

CLIP

HISTORY

DESCRIPTION

AGE: _____

HEIGHT: _____

HAIR: _____

WEIGHT: _____

EYES: _____

RACE: _____

SEX: _____

NATIONALITY: _____

GEAR & EQUIPMENT
