

# IMMORTALS

Name:  
Age:  
Player:

Virtue:  
Vice:  
Concept:

Talent:  
Society:  
Chronicle:

## ATTRIBUTES

Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000  
Resolve \_\_\_\_\_ 00000  
Presence \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Composure \_\_\_\_\_ 00000

## SKILLS

### Mental (-3 unskilled)

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

### Social (-1 unskilled)

Animal Ken \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Persuasion \_\_\_\_\_ 00000  
 Socialize \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

## MERITS

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## ATTRIBUTES

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

## SKILLS

### Physical (-1 unskilled)

Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 Weaponry \_\_\_\_\_ 00000

## MERITS

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## OTHER TRAITS

### Health

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### Willpower

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### Integrity

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### Conditions

\_\_\_\_\_  
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### Aspirations

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\_\_\_\_\_  
\_\_\_\_\_

Size: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Initiative Mod: \_\_\_\_\_  
Beats: □ □ □ □ □  
Experiences: \_\_\_\_\_

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____