

IMMORTALS

Name:
Age:
Player:

Virtue:
Vice:
Concept:

Role:
Mentor:
Chronicle:

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

OTHER TRAITS

Merits

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

Siddhi

- _____ 000
- _____ 000
- _____ 000
- _____ 000
- _____ 000
- _____ 000
- _____ 000
- _____ 000
- _____ 000

Spirit Numina

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Health

00000000000000
□□□□□□□□□□□□

Willpower

000000000000
□□□□□□□□□□

Chi

0 0 0 0 0

Essence

□□□□□□□□□□
□□□□□□□□□□

Integrity

000000000000

Conditions

Aspirations

Size: _____ Speed: _____
Defense: _____ Armor: _____
Initiative Mod: _____
Beats: □ □ □ □ □
Experiences: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties)(Must take Occult)(Add 6 additional skill dots, with 1 in Occult • Siddhi or Numina 4 • Chi 1
Merits 10 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits + Athletics
Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Integrity = 7