

# 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  
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### Siddhi

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Influences

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### Spirit Numina

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### Health

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### Willpower

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### Chi

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### Essence

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### Simulacrum

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### Bans

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

### Banes

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

Size: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Experience: \_\_\_\_\_

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 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Simulacrum = 7

# IMMORTALS

## OTHER TRAITS

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

## BREAKING POINTS

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## EXPERIENCE

TOTAL:

Gained From: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_  
Spent On: \_\_\_\_\_  
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## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

**Armor**

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# IMMORTALS

## EXPANDED MERITS

Allies

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Contacts

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Fame

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Other(\_\_\_\_\_)

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Mentor

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Resources

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Retainer

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Other(\_\_\_\_\_)

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## POSSESSIONS

Equipment

Durability

Structure

Size

Cost

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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Vehicle

Durability

Structure

Size

Acceleration Safe Speed Max Speed Handling

_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

## RESIDENCE

Location

Description

_____	_____
_____	_____
_____	_____

# IMMORTALS

## HISTORY

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Goals

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## DESCRIPTION

Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

Distinguishing Characteristics: \_\_\_\_\_

## VISUALS

Group Chart

Character Sketch

