

# MIRRORS

Name:

Age:

Player:

Concept:

Chronicle:

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)

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### Physical

(-1 unskilled)

\_\_\_\_\_ 00000  
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 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### Social

(-1 unskilled)

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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 \_\_\_\_\_ 00000  
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## OTHER TRAITS

### Merits

\_\_\_\_\_ 00000  
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### Health

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### Willpower

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

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (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 Morality = 7 • See WoD: Mirrors for additional rules