

MIRRORS

Name:
Age:
Player:

Virtue:
Vice:
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)

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

Health

00000000000000
□□□□□□□□□□□□

Willpower

0000000000
□□□□□□□□□□

Skill Tricks

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

Morality

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

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

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

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Select Skill Tricks 3
 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