

MIRRORS

Name:

Virtue:

Chronicle:

Age:

Vice:

Faction:

Player:

Concept:

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 |

Forbidden Lore

| |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |

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

Health

 00000000000000
 □□□□□□□□□□□□

Willpower

 000000000000
 □□□□□□□□□□

Reason

000000000000

Insanity

□□□□□□□□□□

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 |
|---------------|-----------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |

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