

# MIRRORS

Name:  
Age:  
Player:

Virtue:  
Vice:  
Concept:

Type:  
Faction:  
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  
 Crafts \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Religion \_\_\_\_\_ 00000  
 Warfare \_\_\_\_\_ 00000

### Physical

(-1 unskilled)

Archery \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Ride \_\_\_\_\_ 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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 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

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

### Health

00000000000000  
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### Willpower

000000000000  
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### Sorcery

000000000000

### Magic

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### 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