

MORTAL

Name:

Ambition:

Concept:

Player:

Desire:

Chronicle:

ATTRIBUTES

Physical

Strength 00000
Dexterity 00000
Stamina 00000

Social

Charisma 00000
Manipulation 00000
Composure 00000

Mental

Intelligence 00000
Wits 00000
Resolve 00000

SKILLS

Athletics _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Awareness _____ 00000
Craft _____ 00000	Insight _____ 00000	Finance _____ 00000
Drive _____ 00000	Intimidation _____ 00000	Investigation _____ 00000
Firearms _____ 00000	Leadership _____ 00000	Medicine _____ 00000
Larceny _____ 00000	Performance _____ 00000	Occult _____ 00000
Melee _____ 00000	Persuasion _____ 00000	Politics _____ 00000
Stealth _____ 00000	Streetwise _____ 00000	Science _____ 00000
Survival _____ 00000	Subterfuge _____ 00000	Technology _____ 00000

ADVANTAGES

Backgrounds

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

Merits

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

Flaws

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

Health

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Willpower

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Humanity

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Possessions

Chronicle Tenets

Weapons

Name	Damage
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Notes

