

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

□□□□□ □□□□□ □□□□□

WILLPOWER

□□□□□ □□□□□ □□□□□

HUMANITY

□□□□□ □□□□□

POSSESSIONS

CHRONICLE TENETS

WEAPONS

NAME	DAMAGE
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

NOTES

