

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

