

MORTAL

Name:
 Player:
 Chronicle:

Nature:
 Demeanor:
 Concept:

Motivation:
 Occupation:
 Residence:

ATTRIBUTES

Physical		Social		Mental	
Strength	00000	Charisma	00000	Perception	00000
Dexterity	00000	Manipulation	00000	Intelligence	00000
Stamina	00000	Appearance	00000	Wits	00000

ABILITIES

Talents		Skills		Knowledges	
Alertness	00000	Animal Ken	00000	Academics	00000
Athletics	00000	Crafts	00000	Enigmas	00000
Awareness	00000	Etiquette	00000	Finance	00000
Brawl	00000	Firearms	00000	Investigation	00000
Empathy	00000	Larceny	00000	Law	00000
Expression	00000	Melee	00000	Medicine	00000
Intimidation	00000	Performance	00000	Occult	00000
Leadership	00000	Ride	00000	Politics	00000
Streetwise	00000	Stealth	00000	Science	00000
Subterfuge	00000	Survival	00000	Technology	00000

ADVANTAGES

Numina & Other Traits		Backgrounds		Virtues	
_____	00000	_____	00000	Conscience	00000
_____	00000	_____	00000	Self-Control	00000
_____	00000	_____	00000	Courage	00000
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		

Humanity

0 0 0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

Faith

0 0 0 0 0

Combat

Weapon/Attack	Damage	Diff.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Health

Bruised		□
Hurt	- 1	□
Injured	- 1	□
Wounded	- 2	□
Mauled	- 2	□
Crippled	- 5	□
Incapacitated		□

Experience

