

MORTALS

NAME:

NATURE:

AGE:

PLAYER:

DEMEANOR:

SEX:

CHRONICLE:

CONCEPT:

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	Computer_____	00000
Brawl_____	00000	Drive_____	00000	Finance_____	00000
Dodge_____	00000	Etiquette_____	00000	Investigation_____	00000
Empathy_____	00000	Firearms_____	00000	Law_____	00000
Expression_____	00000	Melee_____	00000	Linguistics_____	00000
Intimidation_____	00000	Performance_____	00000	Medicine_____	00000
Leadership_____	00000	Security_____	00000	Occult_____	00000
Streetwise_____	00000	Stealth_____	00000	Politics_____	00000
Subterfuge_____	00000	Survival_____	00000	Science_____	00000

ADVANTAGES

NUMINA

BACKGROUNDS

VIRTUES

_____	00000	_____	00000	Conscience_____	00000
_____	00000	_____	00000	Self-Control_____	00000
_____	00000	_____	00000	Courage_____	00000
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		

MERITS & FLAWS

MERIT	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
FLAW	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HUMANITY

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

HEALTH

Bruised		<input type="checkbox"/>
Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

EXPERIENCE