

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 | |

OTHER TRAITS

_____00000
 _____00000
 _____00000
 _____00000
 _____00000
 _____00000
 _____00000
 _____00000
 _____00000
 _____00000
 _____00000
 _____00000
 _____00000

HUMANITY

0 0 0 0 0 0 0 0 0 0

WILLPOWER

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

HEALTH

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

EXPERIENCE

MORTALS

MERITS & FLAWS

| MERIT | TYPE | COST | FLAW | TYPE | BONUS |
|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

OTHER TRAITS

| | | | | | |
|-------|-------|-------|-------|-------|-------|
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |

EXPERIENCE

TOTAL: _____
 SPENT ON: _____

EXPERIENCE

TOTAL SPENT: _____
 SPENT ON: _____

DERANGEMENTS

LANGUAGES

COMBAT

| WEAPON/ATTACK | DIFF. | DAMAGE | RANGE | RATE | CLIP | CONCEAL |
|---------------|-------|--------|-------|------|------|---------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
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| | | | | | | |
| | | | | | | |

ARMOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____

MORTALS

EXPANDED BACKGROUNDS

ALLIES

INFLUENCE

CONTACTS, MAJOR

MENTOR

CONTACTS, MINOR

RESOURCES

FAME

STATUS

OTHER(_____)

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC.

RESIDENCE

LOCATION

DESCRIPTION

