

# 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
_____	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		<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

# MORTALS

## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

### EXPERIENCE

TOTAL: \_\_\_\_\_  
 SPENT ON: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

### EXPERIENCE

TOTAL SPENT: \_\_\_\_\_  
 SPENT ON: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

### DERANGEMENTS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### LANGUAGES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

### 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

