

MORTAL

NAME:

NATURE:

CONCEPT:

PLAYER:

DEMEANOR:

CHRONICLE:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

SOCIAL

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

MENTAL

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Legerdemain _____ 00000
 Subterfuge _____ 00000
 _____ 00000

SKILLS

Animal Ken _____ 00000
 Archery _____ 00000
 Commerce _____ 00000
 Crafts _____ 00000
 Etiquette _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Ride _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 _____ 00000

KNOWLEDGES

Academics _____ 00000
 Enigmas _____ 00000
 Hearth Wisdom _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Seneschal _____ 00000
 Theology _____ 00000
 _____ 00000

ADVANTAGES

OTHER TRAITS

_____ 00000
 _____ 00000
 _____ 00000
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 _____ 00000
 _____ 00000
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BACKGROUNDS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

VIRTUES

Conscience _____ 00000
 Self-Control _____ 00000
 Courage _____ 00000

HUMANITY

0 0 0 0 0 0 0 0 0 0

WILLPOWER

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

FAITH

0 0 0 0 0

HEALTH

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

EXPERIENCE

