

MORTAL

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

AGE:
FACTION:
GROUP NAME:

ATTRIBUTES

| | | | | | | |
|------------|--------------|-------|-----------|-------|--------------|-------|
| POWER | Intelligence | 00000 | Strength | 00000 | Presence | 00000 |
| FINESSE | Wits | 00000 | Dexterity | 00000 | Manipulation | 00000 |
| RESISTANCE | Resolve | 00000 | Stamina | 00000 | Composure | 00000 |

SKILLS OTHER TRAITS

MENTAL (3 Unskilled)

| | |
|---------------|-------|
| Academics | 00000 |
| Computer | 00000 |
| Crafts | 00000 |
| Investigation | 00000 |
| Medicine | 00000 |
| Occult | 00000 |
| Politics | 00000 |
| Science | 00000 |

PHYSICAL (1 Unskilled)

| | |
|-----------|-------|
| Athletics | 00000 |
| Brawl | 00000 |
| Drive | 00000 |
| Firearms | 00000 |
| Larceny | 00000 |
| Stealth | 00000 |
| Survival | 00000 |
| Weaponry | 00000 |

SOCIAL (1 Unskilled)

| | |
|--------------|-------|
| Animal Ken | 00000 |
| Empathy | 00000 |
| Expression | 00000 |
| Intimidation | 00000 |
| Persuasion | 00000 |
| Socialize | 00000 |
| Streetwise | 00000 |
| Subterfuge | 00000 |

MERITS

| | |
|--|-------|
| | 00000 |
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HEALTH

| | | | | | | | | | | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

WILLPOWER

| | | | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

HUMANITY

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|---|---|---|---|---|---|---|---|---|---|

INTEGRITY

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
|---|---|---|---|---|---|---|---|---|---|

CONDITIONS

| |
|-------|
| _____ |
| _____ |
| _____ |

ASPIRATIONS

| |
|-------|
| _____ |
| _____ |
| _____ |

SIZE: _____ SPEED: _____
DEFENSE: _____ ARMOR: _____
INITIATIVE MOD: _____
BEATS:
EXPERIENCE: _____

| WEAPON/ATTACK | DMG | RANGE | CLIP | INIT | STR | SIZE |
|---------------|-------|-------|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ | _____ |

| EQUIPMENT | DURABILITY | STRUCTURE | SIZE | COST |
|-----------|------------|-----------|-------|-------|
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ |

