

IMMORTALS

Name:
Age:
Player:

Virtue:
Vice:
Concept:

Talent:
Society:
Chronicle:

ATTRIBUTES

Intelligence _____ 00000
Wits _____ 00000
Resolve _____ 00000
Presence _____ 00000
Manipulation _____ 00000
Composure _____ 00000

SKILLS

Mental (-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Social (-1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

MERITS

_____ 00000
_____ 00000
_____ 00000
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ATTRIBUTES

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

SKILLS

Physical (-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

MERITS

_____ 00000
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OTHER TRAITS

Health

000000000000
□□□□□□□□□□

Willpower

000000000000
□□□□□□□□□□

Integrity

000000000000

Conditions

Aspirations

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Beats: □ □ □ □ □
Experiences: _____

SOCIETY BENEFITS

Means of Transference: _____
Defining Merit: _____
Advantage: _____

Weakness: _____

