

# IMMORTALS

Name:

Virtue:

Talent:

Age:

Vice:

Society:

Player:

Concept:

Chronicle:

## ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

## SKILLS

### 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

## OTHER TRAITS

### Merits

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

- Size: \_\_\_\_\_
- Speed: \_\_\_\_\_
- Defense: \_\_\_\_\_
- Armor: \_\_\_\_\_
- Initiative Mod: \_\_\_\_\_
- Beats:
- Experiences: \_\_\_\_\_

### Health

- 00000000000000
- 

### Willpower

- 0000000000
- 

### Integrity

- 0000000000

### Conditions

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### Aspirations

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans  
 Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Integrity = 7

# IMMORTALS

## OTHER TRAITS

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

## TRANSFERED STATS

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\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

## EXPERIENCES

TOTAL:

Gained From:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

TOTAL SPENT:

Spent On: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## SOCIETY BENEFITS

Means of Transference: \_\_\_\_\_

Defining Merit: \_\_\_\_\_

Advantage: \_\_\_\_\_

\_\_\_\_\_

Weakness: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

Armor

Rating: \_\_\_\_\_

Strength: \_\_\_\_\_

Defense: \_\_\_\_\_

Speed: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# IMMORTALS

## EXPANDED MERITS

Allies

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Contacts

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Fame

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Other(\_\_\_\_\_)

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Mentor

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Resources

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Retainer

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Other(\_\_\_\_\_)

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## POSSESSIONS

Equipment

Durability

Structure

Size

Cost

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Vehicle

Durability

Structure

Size

Acceleration

Safe Speed

Max Speed

Handling

Vehicle	Durability	Structure	Size	Acceleration	Safe Speed	Max Speed	Handling
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

## RESIDENCE

Location

Description

Location	Description
_____	_____
_____	_____
_____	_____

# IMMORTALS

## HISTORY

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Goals

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## DESCRIPTION

Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

Distinguishing Characteristics: \_\_\_\_\_

## VISUALS

Group Chart

Character Sketch

