THE ILHM

Name _____ Mantle _____ Scion Type _____

Player _____ Concept _____ Chronicle _____

SKILLS

☐ Academics		○○○○○	☐ Medicine		○○○○○
☐ Athletics		○○○○○	☐ Occult		○○○○○
☐ Close Combat		○○○○○	☐ Persuasion		○○○○○
☐ Culture		○○○○○	☐ Pilot		○○○○○
☐ Empathy		○○○○○	☐ Science		○○○○○
☐ Firearms		○○○○○	☐ Subterfuge		○○○○○
☐ Integrity		○○○○○	☐ Survival		○○○○○
☐ Leadership		○○○○○	☐ Technology		○○○○○

ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect	●○○○○	Might	●○○○○	Presence	●○○○○
FINESSE	Cunning	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
RESILIENCE	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

PATHS/CONTACTS

Origin: _____
Skills: _____
Contacts: _____

Role: _____
Skills: _____
Contacts: _____

Pantheon: _____
Skills: _____
Contacts: _____

DEEDS

Short _____ ☐
Long _____ ☐
Band _____ ☐

VIRTUE

_____ ○○○○○ _____

EQUIPMENT

Item	Tags

LEGEND

●●●●○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐☐☐☐

CALLINGS

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

MOMENTUM

☐☐☐☐☐☐☐☐☐☐☐☐☐

DIVINITY DICE

☐☐☐☐☐☐☐☐☐☐☐☐☐

EXPERIENCE

Total:____ Spent:____ Remaining:____

HEALTH

☐ Bruised	_____	+1d☐
☐ Bruised	_____	+1d☐
☐ Bruised	_____	+1d☐
☐ Injured	_____	+2d☐
☐ Maimed	_____	+4d☐
Taken Out		

Movement Dice: _____
Defense Roll: _____

c – Complication, d – Difficulty, e – Enhancement

THE ILHM

KNACKS

BOONS

Name	Purview	Effect

THE ILHM

LEGENDARY TITLES

☐	☐
☐	☐
☐	☐
☐	☐
☐	☐

BIRTHRIGHTS

Birthright	Type	Rating	L	M
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0
		00000	0	0

L – Legendary, M – Mythic

FATEBINDINGS

Fatebinding	Type	Status	Strength
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000
			00000

THE ILHM

HISTORY

DESCRIPTION

Age:

Date of Birth:

Hair:

Eyes:

Race:

Nationality:

Height:

Weight:

Pronoun:

REALM

Realm Condition	Effect	Owner	Invested Trait	Duration

Axes Mundi/Connections:

Problem	Rating	Type	Consequences	Duration