



# THE ILHM



Name \_\_\_\_\_ Patron \_\_\_\_\_ Concept \_\_\_\_\_

Player \_\_\_\_\_ Concept \_\_\_\_\_ Chronicle \_\_\_\_\_

## SKILLS

- |   |       |   |       |
|---|-------|---|-------|
| <input type="checkbox"/> Academics _____    | 00000 | <input type="checkbox"/> Medicine _____   | 00000 |
| <input type="checkbox"/> Athletics _____    | 00000 | <input type="checkbox"/> Occult _____     | 00000 |
| <input type="checkbox"/> Close Combat _____ | 00000 | <input type="checkbox"/> Persuasion _____ | 00000 |
| <input type="checkbox"/> Culture _____      | 00000 | <input type="checkbox"/> Pilot _____      | 00000 |
| <input type="checkbox"/> Empathy _____      | 00000 | <input type="checkbox"/> Science _____    | 00000 |
| <input type="checkbox"/> Firearms _____     | 00000 | <input type="checkbox"/> Subterfuge _____ | 00000 |
| <input type="checkbox"/> Integrity _____    | 00000 | <input type="checkbox"/> Survival _____   | 00000 |
| <input type="checkbox"/> Leadership _____   | 00000 | <input type="checkbox"/> Technology _____ | 00000 |

## ATTRIBUTES

|            | MENTAL                | PHYSICAL              | SOCIAL                   |
|------------|-----------------------|-----------------------|--------------------------|
| POWER      | Intellect _____ 00000 | Might _____ 00000     | Presence _____ 00000     |
| FINESSE    | Cunning _____ 00000   | Dexterity _____ 00000 | Manipulation _____ 00000 |
| RESILIENCE | Resolve _____ 00000   | Stamina _____ 00000   | Composure _____ 00000    |

## PATHS/CONTACTS

Origin: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 Contacts: \_\_\_\_\_

Role: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 Contacts: \_\_\_\_\_

Pantheon: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 Contacts: \_\_\_\_\_

## DEEDS

Short \_\_\_\_\_   
 Long \_\_\_\_\_   
 Band \_\_\_\_\_

## VIRTUE

\_\_\_\_\_ 00000 \_\_\_\_\_

## EQUIPMENT

| Item  | Tags  |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

## LEGEND

0 0 0 0

## MOMENTUM

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## HEALTH

- Bruised \_\_\_\_\_ +1d
- Bruised \_\_\_\_\_ +1d
- Bruised \_\_\_\_\_ +1d
- Injured \_\_\_\_\_ +2d
- Maimed \_\_\_\_\_ +4d

## CALLINGS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## EXPERIENCE

Total: \_\_\_\_\_ Spent: \_\_\_\_\_ Remaining: \_\_\_\_\_  
 Spent On: \_\_\_\_\_

Taken Out \_\_\_\_\_  
 Movement Dice: \_\_\_\_\_  
 Defense Roll: \_\_\_\_\_  
 Initiative Roll: \_\_\_\_\_





# THE ILHM



## LEGENDARY TITLES

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## BIRTHRIGHTS

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

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

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

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

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

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