

# MORTALS

**Name:**  
**Player:**  
**Chronicle:**

**Nature:**  
**Demeanor:**  
**Concept:**

**Age:**  
**Sex:**  
**Residence:**

## Attributes

### Physical

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

### Social

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

### Mental

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

## Abilities

### Talents

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Awareness \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Skills

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Knowledges

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Advantages

### Numina & Other Traits

\_\_\_\_\_ 00000  
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### Backgrounds

\_\_\_\_\_ 00000  
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### Virtues

Conscience \_\_\_\_\_ 00000  
 Self-Control \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

### Humanity

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### Willpower

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### Faith

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### Combat

Weapon	Damage	Diff.

### Health

Bruised   
 Hurt -1   
 Injured -1   
 Wounded -2   
 Mauled -2   
 Crippled -5   
 Incapacitated

### Experience

# MORTALS

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Other Traits

	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO

## Notes

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## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

### Armor

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# MORTALS

## Expanded Backgrounds

**Allies**

**Mentor**

**Contacts**

**Resources**

**Fame**

**Retainers**

**Influence**

**Status**

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

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

## Possessions

**Gear(Carried)**

**Equipment(Owned)**

**Experience**

**Derangements**

**Total:**

**Total Spent:**

**Spent On:**

## Residence

**Location**

**Description**

