

# MORTAL

Name:

Ambition:

Concept:

Player:

Desire:

Chronicle:

## ATTRIBUTES

### Physical

Strength 00000  
Dexterity 00000  
Stamina 00000

### Social

Charisma 00000  
Manipulation 00000  
Composure 00000

### Mental

Intelligence 00000  
Wits 00000  
Resolve 00000

## SKILLS

Athletics _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Awareness _____ 00000
Craft _____ 00000	Insight _____ 00000	Finance _____ 00000
Drive _____ 00000	Intimidation _____ 00000	Investigation _____ 00000
Firearms _____ 00000	Leadership _____ 00000	Medicine _____ 00000
Larceny _____ 00000	Performance _____ 00000	Occult _____ 00000
Melee _____ 00000	Persuasion _____ 00000	Politics _____ 00000
Stealth _____ 00000	Streetwise _____ 00000	Science _____ 00000
Survival _____ 00000	Subterfuge _____ 00000	Technology _____ 00000

## ADVANTAGES

### Backgrounds

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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### Merits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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### Flaws

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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### Health

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### Willpower

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### Humanity

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### Possessions

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\_\_\_\_\_  
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\_\_\_\_\_

### Chronicle Tenets

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\_\_\_\_\_  
\_\_\_\_\_

### Weapons

Name	Damage
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### Notes

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