

MORTALS

NAME:

NATURE:

AGE:

PLAYER:

DEMEANOR:

SEX:

CHRONICLE:

CONCEPT:

RESIDENCE:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

| | | |
|-----------------------|--------------------------|--------------------------|
| Strength _____ ●0000 | Charisma _____ ●0000 | Perception _____ ●0000 |
| Dexterity _____ ●0000 | Manipulation _____ ●0000 | Intelligence _____ ●0000 |
| Stamina _____ ●0000 | Appearance _____ ●0000 | Wits _____ ●0000 |

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

| | | |
|--------------------------|-------------------------|---------------------------|
| Alertness _____ 00000 | Animal Ken _____ 00000 | Academics _____ 00000 |
| Athletics _____ 00000 | Crafts _____ 00000 | Computer _____ 00000 |
| Brawl _____ 00000 | Drive _____ 00000 | Finance _____ 00000 |
| Dodge _____ 00000 | Etiquette _____ 00000 | Investigation _____ 00000 |
| Empathy _____ 00000 | Firearms _____ 00000 | Law _____ 00000 |
| Expression _____ 00000 | Melee _____ 00000 | Linguistics _____ 00000 |
| Intimidation _____ 00000 | Performance _____ 00000 | Medicine _____ 00000 |
| Leadership _____ 00000 | Security _____ 00000 | Occult _____ 00000 |
| Streetwise _____ 00000 | Stealth _____ 00000 | Politics _____ 00000 |
| Subterfuge _____ 00000 | Survival _____ 00000 | Science _____ 00000 |

ADVANTAGES

NUMINA

BACKGROUNDS

VIRTUES

| | | |
|-------------|-------------|---------------------------|
| _____ 00000 | _____ 00000 | Conscience _____ ●00000 |
| _____ 00000 | _____ 00000 | Self-Control _____ ●00000 |
| _____ 00000 | _____ 00000 | Courage _____ ●00000 |
| _____ 00000 | _____ 00000 | |
| _____ 00000 | _____ 00000 | |
| _____ 00000 | _____ 00000 | |

MERITS & FLAWS

| | |
|-------|-------|
| MERIT | COST |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| FLAW | COST |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

HUMANITY

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

HEALTH

| | | |
|---------------|----|--------------------------|
| Bruised | | <input type="checkbox"/> |
| Bruised | | <input type="checkbox"/> |
| Hurt | -1 | <input type="checkbox"/> |
| Injured | -1 | <input type="checkbox"/> |
| Wounded | -2 | <input type="checkbox"/> |
| Mauled | -2 | <input type="checkbox"/> |
| Crippled | -5 | <input type="checkbox"/> |
| Incapacitated | | <input type="checkbox"/> |

EXPERIENCE