MORTALS

Name:	Nature:	Age:
Player:	Demeanor:	Sex:
Chronicle:	Residence:	Concept:

Attributes

Physical		Social		Mental	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	○○○○○	Animal Ken	○○○○○	Academics	○○○○○
Athletics	○○○○○	Crafts	○○○○○	Computer	○○○○○
Brawl	○○○○○	Drive	○○○○○	Finance	○○○○○
Dodge	○○○○○	Etiquette	○○○○○	Investigation	○○○○○
Empathy	○○○○○	Firearms	○○○○○	Law	○○○○○
Expression	○○○○○	Melee	○○○○○	Linguistics	○○○○○
Intimidation	○○○○○	Performance	○○○○○	Medicine	○○○○○
Leadership	○○○○○	Security	○○○○○	Occult	○○○○○
Streetwise	○○○○○	Stealth	○○○○○	Politics	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	Science	○○○○○

Advantages

Backgrounds		Other Traits		Virtues	
	○○○○○		○○○○○	Conscience	●○○○○
	○○○○○		○○○○○		
	○○○○○		○○○○○		
	○○○○○		○○○○○	Self-Control	●○○○○
	○○○○○		○○○○○		
	○○○○○		○○○○○		
	○○○○○		○○○○○	Courage	●○○○○

Merits/Flaws

Humanity

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Willpower

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Combat

Damage	Weapon	Diff.

Health

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

Experience

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Virtues: 7 Freebie Points: 21 (5/2/1)