

# MORTALS

NAME  
PLAYER  
CHRONICLE

NATURE  
DEMEANOR  
CONCEPT

## ATTRIBUTES

### PHYSICAL

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

### SOCIAL

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

### MENTAL

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

## ABILITIES

### TALENTS

Acting \_\_\_\_\_ 00000  
Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

### SKILLS

Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Music \_\_\_\_\_ 00000  
Repair \_\_\_\_\_ 00000  
Security \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000

### KNOWLEDGES

Bureaucracy \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Finance \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000

## ADVANTAGES

### NUMINA

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### BACKGROUNDS

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### VIRTUES

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

## OTHER TRAITS

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

## HUMANITY OR PATH

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0

## WILLPOWER

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

## TRUE FAITH

\_\_\_\_\_ 0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

## HEALTH

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

## EXPERIENCE



# MORTALS

## EXPANDED BACKGROUND

CONTACTS

---

---

---

INFLUENCE

---

---

---

RESOURCES

---

---

---

EQUIPMENT

---

---

---

FAME

---

---

---

ALLIES

---

---

---

SUPERNATURAL ALLIES

---

---

---

BETAINERS

---

---

---

STATUS

---

---

---

MENTOR

---

---

---

## POSSESSIONS

GEAR CARRIED

---

---

---

---

HOME

---

---

---

---

EQUIPMENT OWNED

---

---

---

---

OTHER NOTES

---

---

---

---

