

MORTALS

Name:
 Player:
 Chronicle:

Virtae:
 Vice:
 Concept:

Attributes

Mental

Social

Physical

Intelligence _____ 00000
 Wits _____ 00000
 Resolve _____ 00000

Presence _____ 00000
 Manipulation _____ 00000
 Composure _____ 00000

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Abilities

Mental

Social

Physical

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

Other Traits

Namina

Merits

Flaws

_____ 00000
 _____ 00000
 _____ 00000
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 _____ 00000
 _____ 00000

_____ 00000
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 _____ 00000

Morality

Willpower

Size

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

0 0 0 0 0 0 0 0 0 0 0 0

Speed _____
 Initiative _____
 Defense _____
 Armor _____

Health

0 0 0 0 0 0 0 0 0 0 0 0

True Faith

0 0 0 0 0 0 0 0 0 0 0 0

Experience

MORTALS

Rituals/Other Abilities

Equipment

	Equipped	Dice Modifiers
_____	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	_____
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More Traits

_____00000	_____00000	<input type="checkbox"/>	_____
_____00000	_____00000	<input type="checkbox"/>	_____
_____00000	_____00000	<input type="checkbox"/>	_____
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_____00000	_____00000	<input type="checkbox"/>	_____
_____00000	_____00000	<input type="checkbox"/>	_____
_____00000	_____00000	<input type="checkbox"/>	_____

Combat

Weapon	Dice Mod	Durability	Structure	Size	Range	Rate of Fire

Combat Maneuver	Effect/Dice Modifier

Brawling Table

Move	Dice Pool	Dice Mod
Kick/Punch	Str+Brawl	none
Off-hand Attack	As applicable	-2
All-out Attack	As applicable	+2/lose Defense
Bite	Str+Brawl	varies
Initiate Grapple	Str+Brawl	none
Grapple Moves	Str+Brawl	-opposing Str
Attack Prone	Str+Brawl	+2
Charge	As applicable	2x speed/lose Defense
Dodge	no roll	x2 Defense/lose action

MORTALS

Expanded Background

Contacts

Allies

Influence

Supernatural Allies

Resources

Retainers

Equipment

Status

Fame

Mentor

Other _____

Other _____

Other Possessions
