

Name

Player

Loyalty

Age / Date of Birth

MORTALS

Concept:

Nature:

Demeanor:

ATTRIBUTES

Strength	OOOOO	Charisma	OOOOO	Perception	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Intelligence	OOOOO
Stamina	OOOOO	Appearance	OOOOO	Wits	OOOOO

ABILITIES

Talents		Skills		Knowledgees	
Alertness	OOOOO	Animal Ken	OOOOO	Academics	OOOOO
Athletics	OOOOO	Archery	OOOOO	Hearth Wisdom	OOOOO
Brawl	OOOOO	Commerce	OOOOO	Investigation	OOOOO
Dodge	OOOOO	Crafts	OOOOO	Law	OOOOO
Empathy	OOOOO	Etiquette	OOOOO	Linguistics	OOOOO
Expression	OOOOO	Melee	OOOOO	Medicine	OOOOO
Intimidation	OOOOO	Performance	OOOOO	Occult	OOOOO
Leadership	OOOOO	Ride	OOOOO	Politics	OOOOO
Legardemain	OOOOO	Stealth	OOOOO	Seneschal	OOOOO
Subterfuge	OOOOO	Survival	OOOOO	Theology	OOOOO
	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO

ADVANTAGES

Numina		Backgrounds		Merits / Flaws	
	OOOOO		OOOOO		
	OOOOO		OOOOO		
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Health

		Bruised	☐
		Hurt	-1 ☐
		Injured	-2 ☐
		Wounded	-3 ☐
		Mauled	-4 ☐
		Crippled	-5 ☐
		Incapacitated	☐

Weakness

Willpower

Experience