

# HMFFRMRHHTX

## Mortal Men

Character Name:

Archetype:

Tribe:

Age:

Legacy:

Concept

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### Attributes

Dexterity      0000000000  
 Fortitude      0000000000  
 Perception      0000000000  
 Willpower      0000000000

### Soulburn

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

### SKILLS

#### Rank

#### Notches

- Awareness \_\_\_\_\_
- Climb \_\_\_\_\_
- Dodge \_\_\_\_\_
- Folklore \_\_\_\_\_
- Hide \_\_\_\_\_
- Ride \_\_\_\_\_
- Swim \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
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### Disciplines

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### Stamina

### Recovery

- |                                    |          |             |
|------------------------------------|----------|-------------|
| <input type="checkbox"/> Hale      | None     | No penalty  |
| <input type="checkbox"/> Winded    | ½ min    | No penalty  |
| <input type="checkbox"/> Weary     | 1-2 Min. | +1 to rolls |
| <input type="checkbox"/> Drained   | 10 Min.  | +2 to rolls |
| <input type="checkbox"/> Exhausted | ½ Hour   | +3 to rolls |
| <input type="checkbox"/> Collapsed | 1 Hour   | +4 to rolls |

### Injuries

### Magical Taints

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### Weapons

#### Threshold

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### Ranged

#### Threshold

Close (Bas.)  
Medium (Fair)  
Long (Pen.)

### Ranged

#### Threshold

Close (Bas.)  
Medium (Fair)  
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### Armour

#### Protection

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### Shield

#### Cover

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### Tests of Skill

Rank 1	Rudimentary
Rank 2	Basic
Rank 3	Average
Rank 4	Fair
Rank 5	Advanced
Rank 6	Penultimate
Rank 7	Paramount
Less Expert	10/10
Of Equal Rank	8/10
More Expert by One	6/10
More Expert by Two	4/10
More Expert by Three	2/10
More Expert by Four	0/10

### Combat

	Wound	Outwit	Press
0 Passes	Minor	Confused	Winded
1 Pass	Deep	Baffled	Weary
2 Passes	Severe	Fumbling	Drained
3 Passes	Grave	Stumbling	Exhausted
4 Passes	Mortal	Humiliated	Collapsed

### Character Portrait

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