

Serpents of the Light

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

ATTRIBUTES

PHYSICAL

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

SOCIAL

Charisma_____00000000
Manipulation_____00000000
Appearance_____00000000

MENTAL

Perception_____00000000
Intelligence_____00000000
Wits_____00000000

ABILITIES

TALENTS

Alertness_____00000000
Athletics_____00000000
Brawl_____00000000
Dodge_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation_____00000000
Leadership_____00000000
Streetwise_____00000000
Subterfuge_____00000000

SKILLS

Animal Ken_____00000000
Crafts_____00000000
Drive_____00000000
Etiquette_____00000000
Firearms_____00000000
Melee_____00000000
Performance_____00000000
Security_____00000000
Stealth_____00000000
Survival_____00000000

KNOWLEDGES

Academics_____00000000
Computer_____00000000
Finance_____00000000
Investigation_____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

BACKGROUNDS

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

VIRTUES

Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

OTHER TRAITS

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

HUMANITY/PATH

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

BLOODPOOL

□ □ □ □ □ □ □ □ □ □
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POINTS PER TURN: _____

HEALTH

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

WEAKNESS

+2 Damage from Sunlight
+1 to Dif. in Bright Light

EXPERIENCE

Serpents of the Light

OTHER TRAITS

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

PATHS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

RITUALS

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

LANGUAGES

DERANGEMENTS

MERITS & FLAWS

MERIT	COST	FLAW	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

VINCULI

PACK MEMBER	RATING	PACK MEMBER	RATING
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

HISTORY

GOALS

DESCRIPTION

AGE: _____	HAIR: _____
APPARENT AGE: _____	EYES: _____
R.I.P: _____	HEIGHT: _____
SEX: _____	WEIGHT: _____
RACE: _____	NATIONALITY: _____

ALLIES & CONTACTS

GEAR & EQUIPMENT

