NOSFERATU

Name: Xerat	Nature:	Generation: 11th
Player: Markus	Demeanor:	Type:
Chronicle:	Concept:	Title:

Attributes

Physical

Strength	●●○○○○○○
Dexterity	●●○○○○○○
Stamina	●●○○○○○○

Social

Charisma	●●○○○○○○
Manipulation	●●●●●○○○
Appearance	~~○○○○○○○○~~

Mental

Perception	●●●●○○○○
Intelligence	●●●●○○○○
Wits	●●○○○○○○

Abilities

Talents

Alertness	●●●●○○○○
Athletics	○○○○○○○○
Brawl	○○○○○○○○
Dodge	○○○○○○○○
Empathy	●●○○○○○○
Expression	○○○○○○○○
Intimidation	●●●○○○○○
Leadership	○○○○○○○○
Streetwise	●●●●○○○○
Subterfuge	●●○○○○○○

Skills

Animal Ken	●●○○○○○○
Crafts	○○○○○○○○
Drive	○○○○○○○○
Etiquette	○○○○○○○○
Firearms	○○○○○○○○
Melee	○○○○○○○○
Performance	●●○○○○○○
Security	●●○○○○○○
Stealth	●●●○○○○○
Survival	○○○○○○○○

Knowledges

Academics	●○○○○○○○
Computer	●●●○○○○○
Finance	○○○○○○○○
Investigation	●●●○○○○○
Law	○○○○○○○○
Linguistics	●●○○○○○○
Medicine	○○○○○○○○
Occult	○○○○○○○○
Politics	○○○○○○○○
Science	○○○○○○○○

Advantages

Disciplines

Animalism	●●○○○○○○
Obfuscate	●●●○○○○○
Auspex	●○○○○○○○
	○○○○○○○○
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	○○○○○○○○

Backgrounds

Generation	●●○○○○○○
Contacts	●●○○○○○○
Resources	●○○○○○○○
	○○○○○○○○
	○○○○○○○○
	○○○○○○○○

Virtues

Conscience/Conviction	●●●○○
Self-Control/Instinct	●●●●○
Courage	●●●○○

Merits & Flaws

Merit	Cost
Reptile Buddy	1
False Reflection	1
Spirit Mentor	1

Flaw	Cost
Short	1
Vengeful	2

Humanity/Path

●●●●●●●○○○

Willpower

●●●●●●○○○○

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Bloodpool

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Points Per Turn: 1

Health

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

Weakness

Appearance:0,
Cannot Be Raised With Experience

Experience