



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

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_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

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BACKGROUNDS

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_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

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VIRTUES

Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

MERITS & FLAWS

MERIT	COST

HUMANITY'S PATH

0 0 0 0 0 0 0 0 0 0 0

HEALTH

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

WILLPOWER

[illegible]

BLOODPOOL

WEAKNESS

Easily Addicted To Vitae

EXPERIENCE

POINTS PER TURN:

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