

# GURUHI

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

GENERATION:  
TITLE:  
SIRE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

### SOCIAL

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

### MENTAL

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Awareness \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### SKILLS

Animal Ken \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Larceny \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Finance \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

## ADVANTAGES

### DISCIPLINES

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### BACKGROUNDS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### ORUN + AYE

ORUN  
0 0 0 0 0 0 0 0 0 0  
AYE  
0 0 0 0 0 0 0 0 0 0

### OTHER TRAITS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### COURAGE

0 0 0 0 0

### WILLPOWER

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

### BLOOD POOL

□ □ □ □ □ □ □ □ □ □  
□ □ □ □ □ □ □ □ □ □

### HEALTH

Bruised \_\_\_\_\_ □  
Hurt -1 \_\_\_\_\_ □  
Injured -1 \_\_\_\_\_ □  
Wounded -2 \_\_\_\_\_ □  
Mauled -2 \_\_\_\_\_ □  
Crippled -5 \_\_\_\_\_ □  
Incapacitated \_\_\_\_\_ □

### EXPERIENCE

\_\_\_\_\_

# GURUHI

## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## OTHER TRAITS

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

## RITUALS

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

## PATHS

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

## EXPERIENCE

TOTAL: \_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_

SPENT ON: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## DERANGEMENTS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## LANGUAGES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

## ARMOR

CLASS: \_\_\_\_\_

RATING: \_\_\_\_\_

PENALTY: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# GURUHI

## EXPANDED BACKGROUNDS

ALLIES

---

---

CONTACTS

---

---

HERD

---

---

INFLUENCE

---

---

MEMBERSHIP

---

---

MENTOR

---

---

RELIQUARY

---

---

RESOURCES

---

---

RETAINER

---

---

STATUS

---

---

## POSSESSIONS

GEAR (CARRIED)

---

---

EQUIPMENT (OWNED)

---

---

FEEDING GROUNDS

---

---

ARTIFACTS

---

---

## BLOODBONDS/VINCULI

BOUND TO

RATING

---

---

BOUND TO

RATING

---

---

## HAVEN

LOCATION

DESCRIPTION

---

---

# GURUHI

## HISTORY

### PRELUDE

---

---

---

---

---

---

---

---

---

---

### GOALS

---

---

---

## DESCRIPTION

AGE: \_\_\_\_\_

APPARENT AGE: \_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_

R.I.P: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

RACE: \_\_\_\_\_

NATIONALITY: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

SEX: \_\_\_\_\_

## VISUALS

COTERIE CHART

CHARACTER SKETCH

