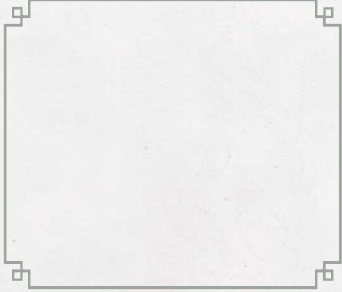


LhiANNAN

Character:
Player:
Archetype:
Title:
Setting/Sect:



Character Portrait

ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical

Bonus Attributes

Strength Dexterity Stamina

Social

Bonus Attributes

Charisma Manipulation Appearance

Mental

Bonus Attributes

Perception Intelligence Wits

SKILLS

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics _____	00000	Empathy _____	00000	Performance _____	00000
Animal Ken _____	00000	Firearms _____	00000	Performance _____	00000
Athletics _____	00000	Intimidation _____	00000	Science _____	00000
Awareness _____	00000	Investigation _____	00000	Science _____	00000
Brawl _____	00000	Leadership _____	00000	Security _____	00000
Computer _____	00000	Linguistics _____	00000	Stealth _____	00000
Crafts _____	00000	Lore _____	00000	Streetwise _____	00000
Crafts _____	00000	Medicine _____	00000	Subterfuge _____	00000
Dodge _____	00000	Melee _____	00000	Survival _____	00000
Drive _____	00000	Occult _____	00000	_____	00000

Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

Disciplines

(Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.)

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

Merits & Flaws

(Buy up to 7 points of merits and 7 points from flaws.)

Blood

(Generation determines maximum blood, and limits blood spent per turn.)

<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"/>
<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"/>

• 10/1, •• 12/2, ••• 15/3, •••• 20/4, ••••• 30/5

Willpower

(Characters begin play with 6 Willpower.)

1 2 3 4 5 6 7

Morality

(Characters begin on Humanity, with a Morality of 5.)

1 2 3 4 5 6

Health Levels

(Incapacitated characters lose their simple action.)

Healthy

Injured

Incapacitated

Status

Common Test Pools

Initiative: _____

_____ ○

_____ ○

_____ ○

_____ ○

_____ ○

(Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

Beast Traits

(All Beast Traits are removed after a day's sleep.)

- 1 - Wrong Another, 2 - Inflicting Injury, 3 - Killing, 5 - Heinous Acts
- 1 Beast Trait**
Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.
- 2 Beast Traits**
Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.
- 3 Beast Traits**
Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.
- 4 Beast Traits**
Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.
- 5 Beast Traits**
Lose a permanent point of Morality.