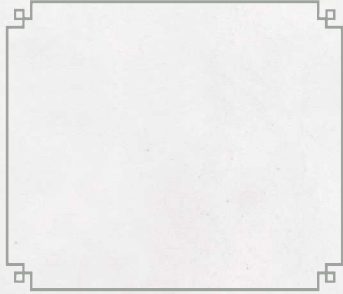


# SALUBRI

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

Social

Mental

Bonus Attributes

Bonus Attributes

Bonus Attributes

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

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 \_\_\_\_\_   
Animal Ken \_\_\_\_\_   
Athletics \_\_\_\_\_   
Awareness \_\_\_\_\_   
Brawl \_\_\_\_\_   
Computer \_\_\_\_\_   
Crafts \_\_\_\_\_   
Crafts \_\_\_\_\_   
Dodge \_\_\_\_\_   
Drive \_\_\_\_\_

Empathy \_\_\_\_\_   
Firearms \_\_\_\_\_   
Intimidation \_\_\_\_\_   
Investigation \_\_\_\_\_   
Leadership \_\_\_\_\_   
Linguistics \_\_\_\_\_   
Lore \_\_\_\_\_   
Medicine \_\_\_\_\_   
Melee \_\_\_\_\_   
Occult \_\_\_\_\_

Performance \_\_\_\_\_   
Performance \_\_\_\_\_   
Science \_\_\_\_\_   
Science \_\_\_\_\_   
Security \_\_\_\_\_   
Stealth \_\_\_\_\_   
Streetwise \_\_\_\_\_   
Subterfuge \_\_\_\_\_   
Survival \_\_\_\_\_   
\_\_\_\_\_

## Backgrounds

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

\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_

## Disciplines

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

\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_   
\_\_\_\_\_

## 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.)

• 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.