

INCONNUI

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical	Social	Mental
Strength_____0000000000	Charisma_____0000000000	Perception_____0000000000
Dexterity_____0000000000	Manipulation_____0000000000	Intelligence_____0000000000
Stamina_____0000000000	Appearance_____0000000000	Wits_____0000000000

Abilities

Talents	Skills	Knowledges
Alertness_____0000000000	Animal Ken_____0000000000	Academics_____0000000000
Athletics_____0000000000	Crafts_____0000000000	Computer_____0000000000
Awareness_____0000000000	Drive_____0000000000	Finance_____0000000000
Brawl_____0000000000	Etiquette_____0000000000	Investigation_____0000000000
Empathy_____0000000000	Firearms_____0000000000	Law_____0000000000
Expression_____0000000000	Larceny_____0000000000	Medicine_____0000000000
Intimidation_____0000000000	Melee_____0000000000	Occult_____0000000000
Leadership_____0000000000	Performance_____0000000000	Politics_____0000000000
Streetwise_____0000000000	Stealth_____0000000000	Science_____0000000000
Subterfuge_____0000000000	Survival_____0000000000	Technology_____0000000000
_____0000000000	_____0000000000	_____0000000000

Advantages

Disciplines	Backgrounds	Virtues
_____0000000000	_____0000000000	Conscience/Conviction_____000000
_____0000000000	_____0000000000	Self-Control/Instinct_____000000
_____0000000000	_____0000000000	Courage_____000000
_____0000000000	_____0000000000	
_____0000000000	_____0000000000	
_____0000000000	_____0000000000	

Humanity/Path

0000000000
Bearing:_____ ()

Willpower

0000000000
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Blood Pool

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Blood Per Turn:_____

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Weakness

Experience