

# Nagaraja

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

## Attributes

### Physical

Strength\_\_\_\_\_000000000  
 Dexterity\_\_\_\_\_000000000  
 Stamina\_\_\_\_\_000000000

### Social

Charisma\_\_\_\_\_000000000  
 Manipulation\_\_\_\_\_000000000  
 Appearance\_\_\_\_\_000000000

### Mental

Perception\_\_\_\_\_000000000  
 Intelligence\_\_\_\_\_000000000  
 Wits\_\_\_\_\_000000000

## Abilities

### Talents

Alertness\_\_\_\_\_000000000  
 Athletics\_\_\_\_\_000000000  
 Awareness\_\_\_\_\_000000000  
 Brawl\_\_\_\_\_000000000  
 Empathy\_\_\_\_\_000000000  
 Expression\_\_\_\_\_000000000  
 Intimidation\_\_\_\_\_000000000  
 Leadership\_\_\_\_\_000000000  
 Streetwise\_\_\_\_\_000000000  
 Subterfuge\_\_\_\_\_000000000  
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### Skills

Animal Ken\_\_\_\_\_000000000  
 Crafts\_\_\_\_\_000000000  
 Drive\_\_\_\_\_000000000  
 Etiquette\_\_\_\_\_000000000  
 Firearms\_\_\_\_\_000000000  
 Larceny\_\_\_\_\_000000000  
 Melee\_\_\_\_\_000000000  
 Performance\_\_\_\_\_000000000  
 Stealth\_\_\_\_\_000000000  
 Survival\_\_\_\_\_000000000  
 \_\_\_\_\_000000000

### Knowledges

Academics\_\_\_\_\_000000000  
 Computer\_\_\_\_\_000000000  
 Finance\_\_\_\_\_000000000  
 Investigation\_\_\_\_\_000000000  
 Law\_\_\_\_\_000000000  
 Medicine\_\_\_\_\_000000000  
 Occult\_\_\_\_\_000000000  
 Politics\_\_\_\_\_000000000  
 Science\_\_\_\_\_000000000  
 Technology\_\_\_\_\_000000000  
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## Advantages

### Disciplines

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### Backgrounds

\_\_\_\_\_000000000  
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### Virtues

Conscience/Conviction\_\_\_\_\_00000  
 Self-Control/Instinct\_\_\_\_\_00000  
 Courage\_\_\_\_\_00000

## Humanity/Path

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 Bearing:\_\_\_\_\_ ( )

## Willpower

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## Blood Pool

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Blood Per Turn:\_\_\_\_\_

## Health

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

## Weakness

## Experience