

# NalheMa

**Name:**

**Nature:**

**Generation:**

**Player:**

**Demeanor:**

**Sire:**

**Chronicle:**

**Concept:**

**Title:**

## Attributes

### Physical

Strength \_\_\_\_\_ 00000000  
 Dexterity \_\_\_\_\_ 00000000  
 Stamina \_\_\_\_\_ 00000000

### Social

Charisma \_\_\_\_\_ 00000000  
 Manipulation \_\_\_\_\_ 00000000  
 Appearance \_\_\_\_\_ 00000000

### Mental

Perception \_\_\_\_\_ 00000000  
 Intelligence \_\_\_\_\_ 00000000  
 Wits \_\_\_\_\_ 00000000

## Abilities

### Talents

Alertness \_\_\_\_\_ 00000000  
 Athletics \_\_\_\_\_ 00000000  
 Awareness \_\_\_\_\_ 00000000  
 Brawl \_\_\_\_\_ 00000000  
 Empathy \_\_\_\_\_ 00000000  
 Expression \_\_\_\_\_ 00000000  
 Intimidation \_\_\_\_\_ 00000000  
 Leadership \_\_\_\_\_ 00000000  
 Streetwise \_\_\_\_\_ 00000000  
 Subterfuge \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### Skills

Animal Ken \_\_\_\_\_ 00000000  
 Crafts \_\_\_\_\_ 00000000  
 Drive \_\_\_\_\_ 00000000  
 Etiquette \_\_\_\_\_ 00000000  
 Firearms \_\_\_\_\_ 00000000  
 Larceny \_\_\_\_\_ 00000000  
 Melee \_\_\_\_\_ 00000000  
 Performance \_\_\_\_\_ 00000000  
 Stealth \_\_\_\_\_ 00000000  
 Survival \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### Knowledges

Academics \_\_\_\_\_ 00000000  
 Computer \_\_\_\_\_ 00000000  
 Finance \_\_\_\_\_ 00000000  
 Investigation \_\_\_\_\_ 00000000  
 Law \_\_\_\_\_ 00000000  
 Medicine \_\_\_\_\_ 00000000  
 Occult \_\_\_\_\_ 00000000  
 Politics \_\_\_\_\_ 00000000  
 Science \_\_\_\_\_ 00000000  
 Technology \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

## Advantages

### Disciplines

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
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### Backgrounds

\_\_\_\_\_ 00000000  
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### Virtues

Conscience/Conviction \_\_\_\_\_ 00000  
 Self-Control/Instinct \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

## Humanity/Path

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\_\_\_\_\_ 0000000000  
 Bearing: \_\_\_\_\_ ( )

## Willpower

\_\_\_\_\_ 0000000000  
 \_\_\_\_\_ □□□□□□□□□□

## Blood Pool

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

## Health

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

## Weakness

## Experience