

NOIAD

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

Attributes

Physical	Social	Mental
Strength_____000000000	Charisma_____000000000	Perception_____000000000
Dexterity_____000000000	Manipulation_____000000000	Intelligence_____000000000
Stamina_____000000000	Appearance_____000000000	Wits_____000000000

Abilities

Talents	Skills	Knowledges
Alertness_____000000000	Animal Ken_____000000000	Academics_____000000000
Athletics_____000000000	Crafts_____000000000	Computer_____000000000
Awareness_____000000000	Drive_____000000000	Finance_____000000000
Brawl_____000000000	Etiquette_____000000000	Investigation_____000000000
Empathy_____000000000	Firearms_____000000000	Law_____000000000
Expression_____000000000	Larceny_____000000000	Medicine_____000000000
Intimidation_____000000000	Melee_____000000000	Occult_____000000000
Leadership_____000000000	Performance_____000000000	Politics_____000000000
Streetwise_____000000000	Stealth_____000000000	Science_____000000000
Subterfuge_____000000000	Survival_____000000000	Technology_____000000000
_____000000000	_____000000000	_____000000000

Advantages

Disciplines	Backgrounds	Virtues
_____000000000	_____000000000	Conscience/Conviction_____00000
_____000000000	_____000000000	Self-Control/Instinct_____00000
_____000000000	_____000000000	Courage_____00000
_____000000000	_____000000000	
_____000000000	_____000000000	
_____000000000	_____000000000	

Humanity/Path

000000000000
Bearing:_____ ()

Willpower

000000000000
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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