

# SAMEDI

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

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00000000000000  
Bearing: \_\_\_\_\_ ( )

## Willpower

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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