

# INCONNUI

**Name:**  
**Player:**  
**Chronicle:**

**Nature:**  
**Demeanor:**  
**Concept:**

**Clan:**  
**Generation:**  
**Sire:**

## Attributes

Physical		Social		Mental	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

## Abilities

Talents		Skills		Knowledges	
Alertness	_____00000	Animal Ken	_____00000	Academics	_____00000
Athletics	_____00000	Crafts	_____00000	Computer	_____00000
Awareness	_____00000	Drive	_____00000	Finance	_____00000
Brawl	_____00000	Etiquette	_____00000	Investigation	_____00000
Empathy	_____00000	Firearms	_____00000	Law	_____00000
Expression	_____00000	Larceny	_____00000	Medicine	_____00000
Intimidation	_____00000	Melee	_____00000	Occult	_____00000
Leadership	_____00000	Performance	_____00000	Politics	_____00000
Streetwise	_____00000	Stealth	_____00000	Science	_____00000
Subterfuge	_____00000	Survival	_____00000	Technology	_____00000
	_____00000		_____00000		_____00000

## Advantages

Disciplines		Backgrounds		Virtues	
_____	_____00000	_____	_____00000	Conscience/Conviction	_____00000
_____	_____00000	_____	_____00000	Self-Control/Instinct	_____00000
_____	_____00000	_____	_____00000	Courage	_____00000
_____	_____00000	_____	_____00000		
_____	_____00000	_____	_____00000		
_____	_____00000	_____	_____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