

NOIAD

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

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

0000000000000000
Bearing: _____ ()

Willpower

0000000000000000
□□□□□□□□□□

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