

Assamite

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

Attributes

| Physical | Social | Mental |
|--------------------------|-----------------------------|-----------------------------|
| Strength_____0000000000 | Charisma_____0000000000 | Perception_____0000000000 |
| Dexterity_____0000000000 | Manipulation_____0000000000 | Intelligence_____0000000000 |
| Stamina_____0000000000 | Appearance_____0000000000 | Wits_____0000000000 |

Abilities

| Talents | Skills | Knowledges |
|-----------------------------|----------------------------|------------------------------|
| Alertness_____0000000000 | Animal Ken_____0000000000 | Academics_____0000000000 |
| Athletics_____0000000000 | Crafts_____0000000000 | Computer_____0000000000 |
| Awareness_____0000000000 | Drive_____0000000000 | Finance_____0000000000 |
| Brawl_____0000000000 | Etiquette_____0000000000 | Investigation_____0000000000 |
| Empathy_____0000000000 | Firearms_____0000000000 | Law_____0000000000 |
| Expression_____0000000000 | Larceny_____0000000000 | Medicine_____0000000000 |
| Intimidation_____0000000000 | Melee_____0000000000 | Occult_____0000000000 |
| Leadership_____0000000000 | Performance_____0000000000 | Politics_____0000000000 |
| Streetwise_____0000000000 | Stealth_____0000000000 | Science_____0000000000 |
| Subterfuge_____0000000000 | Survival_____0000000000 | Technology_____0000000000 |
| _____0000000000 | _____0000000000 | _____0000000000 |

Advantages

| Disciplines | Backgrounds | Virtues |
|-----------------|-----------------|---------------------------------|
| _____0000000000 | _____0000000000 | Conscience/Conviction_____00000 |
| _____0000000000 | _____0000000000 | Self-Control/Instinct_____00000 |
| _____0000000000 | _____0000000000 | Courage_____00000 |
| _____0000000000 | _____0000000000 | |
| _____0000000000 | _____0000000000 | |
| _____0000000000 | _____0000000000 | |

Humanity/Path

0000000000
Bearing:_____ ()

Willpower

0000000000
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

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

