

BLOOD BROTHERS

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

Attributes

Physical

Strength _____ 000000000
 Dexterity _____ 000000000
 Stamina _____ 000000000

Social

Charisma _____ 000000000
 Manipulation _____ 000000000
 Appearance _____ 000000000

Mental

Perception _____ 000000000
 Intelligence _____ 000000000
 Wits _____ 000000000

Abilities

Talents

Alertness _____ 000000000
 Athletics _____ 000000000
 Awareness _____ 000000000
 Brawl _____ 000000000
 Empathy _____ 000000000
 Expression _____ 000000000
 Intimidation _____ 000000000
 Leadership _____ 000000000
 Streetwise _____ 000000000
 Subterfuge _____ 000000000
 _____ 000000000

Skills

Animal Ken _____ 000000000
 Crafts _____ 000000000
 Drive _____ 000000000
 Etiquette _____ 000000000
 Firearms _____ 000000000
 Larceny _____ 000000000
 Melee _____ 000000000
 Performance _____ 000000000
 Stealth _____ 000000000
 Survival _____ 000000000
 _____ 000000000

Knowledges

Academics _____ 000000000
 Computer _____ 000000000
 Finance _____ 000000000
 Investigation _____ 000000000
 Law _____ 000000000
 Medicine _____ 000000000
 Occult _____ 000000000
 Politics _____ 000000000
 Science _____ 000000000
 Technology _____ 000000000
 _____ 000000000

Advantages

Disciplines

_____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000

Backgrounds

_____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000

Virtues

Conscience/Conviction _____ 00000
 Self-Control/Instinct _____ 00000
 Courage _____ 00000

Humanity/Path

_____ 0000000000000
 Bearing: _____ ()

Willpower

_____ 0000000000000
 _____ □□□□□□□□□□

Blood Pool

_____ □□□□□□□□□□
 _____ □□□□□□□□□□
 _____ □□□□□□□□□□
 _____ □□□□□□□□□□

Blood Per Turn: _____

Health

Bruised _____ □
 Hurt -1 _____ □
 Injured -1 _____ □
 Wounded -2 _____ □
 Mauled -2 _____ □
 Crippled -5 _____ □
 Incapacitated _____ □

Weakness

Experience

