

# LAMIA

**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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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



