

Andra

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

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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

