

# Anda

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 _____ 000000
_____ 0000000000	_____ 0000000000	Self-Control/Instinct _____ 000000
_____ 0000000000	_____ 0000000000	Courage _____ 000000
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	

## Humanity/Path

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

000000000000  
Bearing: \_\_\_\_\_ ( )

## Willpower

000000000000  
□□□□□□□□□□

## 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

# Andra

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## Other Traits

_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO

## Rituals

## Paths

Name	Level	
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO

## Experience

## Derangements

**Total:** \_\_\_\_\_  
**Total Spent:** \_\_\_\_\_  
**Spent On:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

## Armor

**Class:** \_\_\_\_\_  
**Rating:** \_\_\_\_\_  
**Penalty:** \_\_\_\_\_  
**Description:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Anda

## Expanded Backgrounds

**Allies**

**Mentor**

**Contacts**

**Resources**

**Fame**

**Retainers**

**Herd**

**Status**

**Influence**

**Other( \_\_\_\_\_ )**

## Possessions

**Gear(Carried)**

**Equipment(Owned)**

**Feeding Grounds**

**Vehicles**

## Blood Bonds

**Bound To**

**Rating**

**Bound To**

**Rating**

**Location**

**Havens**  
**Description**

# Andra

## History

### Prelude

## Goals

## Description

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

R.I.P: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## Visuals

Coterie Chart

Character Sketch