

# ANGELLIS ATER

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_ 00000000000000  
 Bearing: \_\_\_\_\_ ( )

## Willpower

\_\_\_\_\_ 00000000000000  
 □□□□□□□□□□

## Blood Pool

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

Blood Per Turn: \_\_\_\_\_

## Health

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

## Weakness

## Experience

# ANGELLIS ATER

## 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
		OOOOO

## Experience

## Derangements

**Total:** \_\_\_\_\_

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

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

## Armor

**Class:** \_\_\_\_\_

**Rating:** \_\_\_\_\_

**Penalty:** \_\_\_\_\_

**Description:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# ANGELLIS ATER

## 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**

---

---

---

---

---

---

---

---

---

---

---

---

## Havens

**Location**

**Description**

---

---

---

---

---

---

---

---

---

---

---

---

