

# Autarkis

**Name:**  
**Player:**  
**Chronicle:**

**Nature:**  
**Demeanor:**  
**Concept:**

**Clan:**  
**Generation:**  
**Sire:**

## Attributes

Physical	Social	Mental
Strength _____ OOOOOOOOOO	Charisma _____ OOOOOOOOOO	Perception _____ OOOOOOOOOO
Dexterity _____ OOOOOOOOOO	Manipulation _____ OOOOOOOOOO	Intelligence _____ OOOOOOOOOO
Stamina _____ OOOOOOOOOO	Appearance _____ OOOOOOOOOO	Wits _____ OOOOOOOOOO

## Abilities

Talents	Skills	Knowledges
Alertness _____ OOOOOOOOOO	Animal Ken _____ OOOOOOOOOO	Academics _____ OOOOOOOOOO
Athletics _____ OOOOOOOOOO	Crafts _____ OOOOOOOOOO	Computer _____ OOOOOOOOOO
Awareness _____ OOOOOOOOOO	Drive _____ OOOOOOOOOO	Finance _____ OOOOOOOOOO
Brawl _____ OOOOOOOOOO	Etiquette _____ OOOOOOOOOO	Investigation _____ OOOOOOOOOO
Empathy _____ OOOOOOOOOO	Firearms _____ OOOOOOOOOO	Law _____ OOOOOOOOOO
Expression _____ OOOOOOOOOO	Larceny _____ OOOOOOOOOO	Medicine _____ OOOOOOOOOO
Intimidation _____ OOOOOOOOOO	Melee _____ OOOOOOOOOO	Occult _____ OOOOOOOOOO
Leadership _____ OOOOOOOOOO	Performance _____ OOOOOOOOOO	Politics _____ OOOOOOOOOO
Streetwise _____ OOOOOOOOOO	Stealth _____ OOOOOOOOOO	Science _____ OOOOOOOOOO
Subterfuge _____ OOOOOOOOOO	Survival _____ OOOOOOOOOO	Technology _____ OOOOOOOOOO
_____ OOOOOOOOOO	_____ OOOOOOOOOO	_____ OOOOOOOOOO

## Advantages

Disciplines	Backgrounds	Virtues
_____ OOOOOOOOOO	_____ OOOOOOOOOO	Conscience/Conviction _____ OOOOOO
_____ OOOOOOOOOO	_____ OOOOOOOOOO	Self-Control/Instinct _____ OOOOOO
_____ OOOOOOOOOO	_____ OOOOOOOOOO	Courage _____ OOOOOO
_____ OOOOOOOOOO	_____ OOOOOOOOOO	
_____ OOOOOOOOOO	_____ OOOOOOOOOO	
_____ OOOOOOOOOO	_____ OOOOOOOOOO	

### Humanity/Path

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

### Willpower

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### Blood Pool

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

### Health

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

### Weakness

### Experience





# Autarkis

## Expanded Backgrounds

**Allies**

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**Contacts**

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**Fame**

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**Herd**

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**Influence**

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**Mentor**

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**Resources**

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**Retainers**

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**Status**

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

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## Possessions

**Gear(Carried)**

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**Feeding Grounds**

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**Equipment(Owned)**

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**Vehicles**

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## Blood Bonds

**Bound To**

**Rating**

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**Bound To**

**Rating**

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## Havens

**Location**

**Description**

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