

# Samedi

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

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

\_\_\_\_\_0000000000000  
 Bearing:\_\_\_\_\_ ( )

## Willpower

\_\_\_\_\_0000000000000  
 \_\_\_\_\_

## Blood Pool

\_\_\_\_\_0000000000000  
 \_\_\_\_\_0000000000000  
 \_\_\_\_\_0000000000000  
 \_\_\_\_\_0000000000000  
 \_\_\_\_\_0000000000000

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

## Health

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

## Weakness

Corpselike & Decayed;  
 Appearance 0: Can Never be Rased

## Experience

# Samedi

## 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:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Samedi

## Expanded Backgrounds

**Allies**

**Mentor**

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**Contacts**

**Resources**

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**Fame**

**Retainers**

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**Herd**

**Status**

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**Influence**

**Other( )**

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## Possessions

**Gear(Carried)**

**Equipment(Owned)**

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**Feeding Grounds**

**Vehicles**

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## Blood Bonds

**Bound To**

**Rating**

**Bound To**

**Rating**

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## Havens

**Location**

**Description**

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# Samedi

## 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

