

# INCONNUI

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Clan:  
Generation:  
Sire:

## 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

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\_\_\_\_\_  
\_\_\_\_\_  
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0000000000  
Bearing:\_\_\_\_\_ ( )

## Willpower

0000000000  
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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



# INCONNUI

## 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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