

# INCONNUI

**Name:**

**Nature:**

**Clan:**

**Player:**

**Demeanor:**

**Generation:**

**Chronicle:**

**Concept:**

**Sire:**

## Attributes

### Physical

Strength \_\_\_\_\_ OOOOOOOOOO  
 Dexterity \_\_\_\_\_ OOOOOOOOOO  
 Stamina \_\_\_\_\_ OOOOOOOOOO

### Social

Charisma \_\_\_\_\_ OOOOOOOOOO  
 Manipulation \_\_\_\_\_ OOOOOOOOOO  
 Appearance \_\_\_\_\_ OOOOOOOOOO

### Mental

Perception \_\_\_\_\_ OOOOOOOOOO  
 Intelligence \_\_\_\_\_ OOOOOOOOOO  
 Wits \_\_\_\_\_ OOOOOOOOOO

## Abilities

### Talents

Alertness \_\_\_\_\_ OOOOOOOOOO  
 Athletics \_\_\_\_\_ OOOOOOOOOO  
 Awareness \_\_\_\_\_ OOOOOOOOOO  
 Brawl \_\_\_\_\_ OOOOOOOOOO  
 Empathy \_\_\_\_\_ OOOOOOOOOO  
 Expression \_\_\_\_\_ OOOOOOOOOO  
 Intimidation \_\_\_\_\_ OOOOOOOOOO  
 Leadership \_\_\_\_\_ OOOOOOOOOO  
 Streetwise \_\_\_\_\_ OOOOOOOOOO  
 Subterfuge \_\_\_\_\_ OOOOOOOOOO  
 \_\_\_\_\_ OOOOOOOOOO

### Skills

Animal Ken \_\_\_\_\_ OOOOOOOOOO  
 Crafts \_\_\_\_\_ OOOOOOOOOO  
 Drive \_\_\_\_\_ OOOOOOOOOO  
 Etiquette \_\_\_\_\_ OOOOOOOOOO  
 Firearms \_\_\_\_\_ OOOOOOOOOO  
 Larceny \_\_\_\_\_ OOOOOOOOOO  
 Melee \_\_\_\_\_ OOOOOOOOOO  
 Performance \_\_\_\_\_ OOOOOOOOOO  
 Stealth \_\_\_\_\_ OOOOOOOOOO  
 Survival \_\_\_\_\_ OOOOOOOOOO  
 \_\_\_\_\_ OOOOOOOOOO

### Knowledges

Academics \_\_\_\_\_ OOOOOOOOOO  
 Computer \_\_\_\_\_ OOOOOOOOOO  
 Finance \_\_\_\_\_ OOOOOOOOOO  
 Investigation \_\_\_\_\_ OOOOOOOOOO  
 Law \_\_\_\_\_ OOOOOOOOOO  
 Medicine \_\_\_\_\_ OOOOOOOOOO  
 Occult \_\_\_\_\_ OOOOOOOOOO  
 Politics \_\_\_\_\_ OOOOOOOOOO  
 Science \_\_\_\_\_ OOOOOOOOOO  
 Technology \_\_\_\_\_ OOOOOOOOOO  
 \_\_\_\_\_ OOOOOOOOOO

## Advantages

### Disciplines

\_\_\_\_\_ OOOOOOOOOO  
 \_\_\_\_\_ OOOOOOOOOO  
 \_\_\_\_\_ OOOOOOOOOO  
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### Backgrounds

\_\_\_\_\_ OOOOOOOOOO  
 \_\_\_\_\_ OOOOOOOOOO  
 \_\_\_\_\_ OOOOOOOOOO  
 \_\_\_\_\_ OOOOOOOOOO  
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### Virtues

Conscience/Conviction \_\_\_\_\_ OOOOOO  
 Self-Control/Instinct \_\_\_\_\_ OOOOOO  
 Courage \_\_\_\_\_ OOOOOO

### Humanity/Path

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

### Willpower

\_\_\_\_\_ OOOOOOOOOO  
 □ □ □ □ □ □ □ □ □ □

### Blood Pool

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

### Health

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

### Weakness

### Experience



# INCONNU

## 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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**Equipment(Owned)**

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**Feeding Grounds**

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**Vehicles**

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## Blood Bonds

**Bound To**

**Rating**

**Bound To**

**Rating**

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## Havens

**Location**

**Description**

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