

SAMEDI

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

Attributes

Physical	Social	Mental
Strength_____000000000	Charisma_____000000000	Perception_____000000000
Dexterity_____000000000	Manipulation_____000000000	Intelligence_____000000000
Stamina_____000000000	Appearance_____000000000	Wits_____000000000

Abilities

Talents	Skills	Knowledges
Alertness_____000000000	Animal Ken_____000000000	Academics_____000000000
Athletics_____000000000	Crafts_____000000000	Computer_____000000000
Awareness_____000000000	Drive_____000000000	Finance_____000000000
Brawl_____000000000	Etiquette_____000000000	Investigation_____000000000
Empathy_____000000000	Firearms_____000000000	Law_____000000000
Expression_____000000000	Larceny_____000000000	Medicine_____000000000
Intimidation_____000000000	Melee_____000000000	Occult_____000000000
Leadership_____000000000	Performance_____000000000	Politics_____000000000
Streetwise_____000000000	Stealth_____000000000	Science_____000000000
Subterfuge_____000000000	Survival_____000000000	Technology_____000000000
_____000000000	_____000000000	_____000000000

Advantages

Disciplines	Backgrounds	Virtues
_____000000000	_____000000000	Conscience/Conviction_____00000
_____000000000	_____000000000	Self-Control/Instinct_____00000
_____000000000	_____000000000	Courage_____00000
_____000000000	_____000000000	
_____000000000	_____000000000	
_____000000000	_____000000000	

Humanity/Path

000000000000
Bearing: _____ ()

Willpower

000000000000
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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

SAMEDI

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

Location

Havens

Description

