

Assamite

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Awareness _____ 00000	Drive _____ 00000	Finance _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Law _____ 00000
Expression _____ 00000	Larceny _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Melee _____ 00000	Occult _____ 00000
Leadership _____ 00000	Performance _____ 00000	Politics _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Science _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Technology _____ 00000
_____ 00000	_____ 00000	_____ 00000

Advantages

Disciplines	Backgrounds	Virtues
_____ 00000	_____ 00000	Conscience/Conviction _____ 00000
_____ 00000	_____ 00000	Self-Control/Instinct _____ 00000
_____ 00000	_____ 00000	Courage _____ 00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

Humanity/Path

000000000000
Bearing: _____ ()

Willpower

000000000000
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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

Assamite

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

	OOOOO	OOOOO
	OOOOO	OOOOO
	OOOOO	OOOOO
	OOOOO	OOOOO

Rituals

Paths

Name	Level	
		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:

Assamite

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

Assamite

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

