

# Samedi

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

## Attributes

### Physical

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

### Social

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

### Mental

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

## Abilities

### Talents

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Awareness \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
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### Skills

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Knowledges

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Advantages

### Disciplines

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Backgrounds

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Virtues

Conscience/Conviction \_\_\_\_\_ 00000  
 Self-Control/Instinct \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

## Humanity/Path

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 \_\_\_\_\_  
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000000000000  
 Bearing: \_\_\_\_\_ ( )

## Willpower

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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

Corpselike & Decayed;  
 Appearance 0: Can Never be Rased

## Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

# Samedi

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Other Traits

	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO
	OOOOO		OOOOO		OOOOO

## Rituals

## Paths

Name	Level	
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		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO

## Experience

## Derangements

**Total:** \_\_\_\_\_

**Total Spent:** \_\_\_\_\_

**Spent On:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## 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

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## Goals

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## Description

Age: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
R.I.P: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_

## Visuals

Coterie Chart

Character Sketch

