

# NalheMa

**Name:**

**Nature:**

**Generation:**

**Player:**

**Demeanor:**

**Sire:**

**Chronicle:**

**Concept:**

**Title:**

## Attributes

### Physical

### Social

### Mental

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

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

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

## Abilities

### Talents

### Skills

### Knowledges

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

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

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

## Advantages

### Disciplines

### Backgrounds

### Virtues

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

### Humanity/Path

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 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

### Experience

# NalheMa

## 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
		OOOOO

## Experience

## Derangements

<b>Total:</b> _____	
<b>Total Spent:</b> _____	
<b>Spent On:</b> _____	

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

### Armor

**Class:** \_\_\_\_\_  
**Rating:** \_\_\_\_\_  
**Penalty:** \_\_\_\_\_  
**Description:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# NalHEMa

## 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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**Feeding Grounds**

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**Equipment(Owned)**

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**Vehicles**

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## Blood Bonds

**Bound To**

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**Rating**

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**Bound To**

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**Rating**

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## Havens

**Location**

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**Description**

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# NalHEMa

## 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: \_\_\_\_\_

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## Visuals

Coterie Chart

Character Sketch

