

MAEGHAR

Name:

Nature:

Clan:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Sire:

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

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

Health

0 0 0 0 0 0 0 0 0 0

Bearing: _____ ()

Willpower

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □

Blood Per Turn: _____

Bruised _____ □

Hurt -1 _____ □

Injured -1 _____ □

Wounded -2 _____ □

Mauled -2 _____ □

Crippled -5 _____ □

Incapacitated _____ □

Weakness

Experience
