

PHILADELPHIA BY NIGHT

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical

Social

Mental

Strength _____ 00000000
Dexterity _____ 00000000
Stamina _____ 00000000

Charisma _____ 00000000
Manipulation _____ 00000000
Appearance _____ 00000000

Perception _____ 00000000
Intelligence _____ 00000000
Wits _____ 00000000

Abilities

Talents

Skills

Knowledges

Alertness _____ 00000000
Athletics _____ 00000000
Awareness _____ 00000000
Brawl _____ 00000000
Empathy _____ 00000000
Expression _____ 00000000
Intimidation _____ 00000000
Leadership _____ 00000000
Streetwise _____ 00000000
Subterfuge _____ 00000000

Animal Ken _____ 00000000
Crafts _____ 00000000
Etiquette _____ 00000000
Firearms _____ 00000000
Larceny _____ 00000000
Melee _____ 00000000
Performance _____ 00000000
Ride _____ 00000000
Stealth _____ 00000000
Survival _____ 00000000

Academics _____ 00000000
Enigmas _____ 00000000
Finance _____ 00000000
Investigation _____ 00000000
Law _____ 00000000
Medicine _____ 00000000
Occult _____ 00000000
Politics _____ 00000000
Science _____ 00000000
Technology _____ 00000000

Advantages

Disciplines

Backgrounds

Virtues

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

Conscience/Conviction _____ 00000
Self-Control/Instinct _____ 00000
Courage _____ 00000

Humanity/Path

Health

000000000000
Bearing: _____ ()

Willpower

000000000000
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Blood Pool

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Blood Per Turn: _____

Bruised _____ □
Hurt -1 _____ □
Injured -1 _____ □
Wounded -2 _____ □
Mauled -2 _____ □
Crippled -5 _____ □
Incapacitated _____ □

Weakness

Experience

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

