

OSEBO

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

TITLE:

CHRONICLE:

CONCEPT:

HAVEN:

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
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

SKILLS

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

KNOWLEDGES

Academics _____ 00000
 Computers _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

ADVANTAGES

DISCIPLINES

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

BACKGROUNDS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

ORUN + AYE

ORUN
 0 0 0 0 0 0 0 0 0 0
 AYE
 0 0 0 0 0 0 0 0 0 0

MERITS & FLAWS

| | |
|-------|-------|
| MERIT | COST |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| FLAW | BONUS |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

COURAGE

0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

BLOODPOOL

HEALTH

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

EXPERIENCE