

GURUHI

NAME:
 PLAYER:
 CHRONICLE:

NATURE:
 Demeanor:
 Concept:

GENERATION:
 TITLE:
 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	Computers	00000
Brawl	00000	Drive	00000	Finance	00000
Dodge	00000	Etiquette	00000	Investigation	00000
Empathy	00000	Firearms	00000	Law	00000
Expression	00000	Melee	00000	Linguistics	00000
Intimidation	00000	Performance	00000	Medicine	00000
Leadership	00000	Security	00000	Occult	00000
Streetwise	00000	Stealth	00000	Politics	00000
Subterfuge	00000	Survival	00000	Science	00000

ADVANTAGES

DISCIPLINES	BACKGROUNDS	ORUN + AYE
00000	00000	ORUN
00000	00000	0000000000
00000	00000	AYE
00000	00000	0000000000
00000	00000	

OTHER TRAITS

00000
00000
00000
00000
00000
00000
00000
00000
00000
00000
00000
00000
00000
00000
00000

COURAGE

0 0 0 0 0

WILLPOWER

0000000000
 □□□□□□□□□□

BLOODPOOL

□□□□□□□□□□
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HEALTH

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

EXPERIENCE

GURUHI

MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

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

RITUALS

PATHS

NAME	LEVEL		
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000

EXPERIENCE

DERANGEMENTS

TOTAL: _____
 TOTAL SPENT: _____
 SPENT ON: _____

LANGUAGES

COMBAT

ARMOR

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____

GURUHI

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

HERD

INFLUENCE

MEMBERSHIP

MENTOR

RELIQUARY

RESOURCES

RETAINER

STATUS

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

ARTIFACTS

BLOODBONDS/VINCULI

BOUND TO

RATING

BOUND TO

RATING

HAVEN

LOCATION

DESCRIPTION
