

Time of Thin Blood

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
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

VIRTUES

_____	00000	_____	00000	Conscience/Conviction_	00000
_____	00000	_____	00000	Self-Control/Instinct__	00000
_____	00000	_____	00000	Courage _____	00000
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		

MERITS & FLAWS

MERIT	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
FLAW	COST
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

HUMANITY/PATH

0000000000

WILLPOWER

0000000000

BLOODPOOL

POINTS PER TURN: _____

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"/>

WEAKNESS

EXPERIENCE