

# ASSAMITE

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Sire:  
Title:

## ATTRIBUTES

Physical	Social	Mental
Strength_____00000000	Charisma_____00000000	Perception_____00000000
Dexterity_____00000000	Manipulation____00000000	Intelligence____00000000
Stamina_____00000000	Appearance____00000000	Wits_____00000000

## ABILITIES

Talents	Skills	Knowledges
Alertness_____00000000	Animal Ken_____00000000	Academics_____00000000
Athletics_____00000000	Crafts_____00000000	Enigmas_____00000000
Brawl_____00000000	Etiquette_____00000000	Finance_____00000000
Dodge_____00000000	Firearms_____00000000	Investigation____00000000
Empathy_____00000000	Melee_____00000000	Law_____00000000
Expression____00000000	Performance____00000000	Linguistics____00000000
Intimidation___00000000	Ride_____00000000	Medicine_____00000000
Leadership_____00000000	Security_____00000000	Occult_____00000000
Streetwise_____00000000	Stealth_____00000000	Politics_____00000000
Subterfuge_____00000000	Survival_____00000000	Science_____00000000

## ADVANTAGES

Disciplines	Backgrounds	Virtues
_____00000000	_____00000000	Conscience/Conviction_00000
_____00000000	_____00000000	Self-Control/Instinct__00000
_____00000000	_____00000000	Courage_____00000
_____00000000	_____00000000	
_____00000000	_____00000000	
_____00000000	_____00000000	

### Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### Humanity/Path

\_\_\_\_\_0000000000

### Willpower

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### Bloodpool

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POINTS PER TURN: \_\_\_\_\_

### Health

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

### Weakness

Easily Addicted To Vitae

### Experience

