

SET

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

ATTRIBUTES

Physical

Strength _____ 00000000
Dexterity _____ 00000000
Stamina _____ 00000000

Social

Charisma _____ 00000000
Manipulation _____ 00000000
Appearance _____ 00000000

Mental

Perception _____ 00000000
Intelligence _____ 00000000
Wits _____ 00000000

ABILITIES

Talents

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

Skills

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

Knowledges

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

ADVANTAGES

Disciplines

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

Backgrounds

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

Virtues

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

Merits & Flaws

Merit _____ Cost _____

Flaw _____ Cost _____

Humanity/Path

_____ 0000000000

Willpower

_____ 0000000000
□□□□□□□□□□

Bloodpool

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POINTS PER TURN: _____

Health

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

Weakness

+2 Damage from Sunlight
+1 to Dif. in Bright Light

Experience

