

SALUBRI

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	

Merits & Flaws

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

Humanity/Path

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

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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

Feed on Willing: Lose 1W.P. If Vessel Resists

Experience

