

SAMEDI

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 _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

Corpselike & Decayed;
They Carry the Stench of Death.
Appearance 0: Can Never be Raised

Experience

