

ASSAMITE

Name: _____ Nature: _____ Generation: _____
 Player: _____ Demeanor: _____ Sire: _____
 Chronicle: _____ Concept: _____ 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	

Other Traits

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

Humanity/Path

_____ 0000000000

Willpower

_____ 0000000000
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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

Difficulty Hiding Arcane Nature;
 Attempts to detect magic on character are at -2 Dif.

Experience

[]



ASSAMITE

OTHER TRAITS

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

PATHS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

RITUALS

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

LANGUAGES

DERANGEMENTS

MERITS & FLAWS

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

HISTORY

Goals

DESCRIPTION

Age: _____
 Apparent Age: _____
 R.I.P.: _____
 Sex: _____
 Race: _____

Hair: _____
 Eyes: _____
 Height: _____
 Weight: _____
 Nationality: _____

ALLIES & CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____

GEAR & EQUIPMENT

