

# 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

### Other Traits

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
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### 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

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

### Experience



# SET

## OTHER TRAITS

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## PATHS

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## RITUALS

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## LANGUAGES

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_____

## DERANGEMENTS

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_____
_____

## MERITS & FLAWS

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

## HISTORY

_____
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## Goals

_____
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_____

## DESCRIPTION

_____
_____
_____

Age: _____	Hair: _____
Apparent Age: _____	Eyes: _____
R.I.P.: _____	Height: _____
Sex: _____	Weight: _____
Race: _____	Nationality: _____

## ALLIES & CONTACTS

_____
_____
_____
_____

## GEAR & EQUIPMENT

_____
_____
_____
_____

