

RAYNOS

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 | | |

Other Traits

_____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000

Humanity/Path

_____0000000000

Willpower

_____0000000000
 □□□□□□□□□□

Bloodpool

□□□□□□□□□□
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 □□□□□□□□□□
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POINTS PER TURN: _____

Health

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

Weakness

Addicted To Vice;
 Self-Control Roll (Dif.6) or succumb to compulsion

Experience



RAYNOS

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

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

LANGUAGES

| |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |

DERANGEMENTS

| |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |

MERITS & FLAWS

| Merit | Cost | Flaw | Cost |
|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

HISTORY

| |
|-------|
| _____ |
| _____ |
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| _____ |
| _____ |

Goals

| |
|-------|
| _____ |
| _____ |
| _____ |

DESCRIPTION

| |
|-------|
| _____ |
| _____ |
| _____ |

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

ALLIES & CONTACTS

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

GEAR & EQUIPMENT

| |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |

