

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

Humanity/Path

_____ 0000000000

Willpower

_____ 0000000000
□□□□□□□□□□

Bloodpool

□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

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

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

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

RITUALS

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

PATHS

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

Experience

Total: _____
 Total Spent: _____
 Spent On: _____

Derangements

Languages

COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____



SET

EXPANDED BACKGROUNDS

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other(_____)

POSSESSIONS

Gear(Carried)

Feeding Grounds

Equipment(Owned)

Vehicles

BLOODBONDS

Bound To

Rating

Bound To

Rating

HAVENS

Location

Description



followers of

SET

HISTORY

Prelude

Goals

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.D.: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

Coterie Chart

Character Sketch

