

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	Computer	00000000
Brawl	00000000	Drive	00000000	Finance	00000000
Dodge	00000000	Etiquette	00000000	Investigation	00000000
Empathy	00000000	Firearms	00000000	Law	00000000
Expression	00000000	Melee	00000000	Linguistics	00000000
Intimidation	00000000	Performance	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	000000
	00000000		00000000	Self-Control/Instinct	000000
	00000000		00000000	Courage	000000
	00000000		00000000		
	00000000		00000000		
	00000000		00000000		

MERITS & FLAWS

MERIT	COST
FLAW	COST

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