

Assamite

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength _____ 00000000
Dexterity _____ 00000000
Stamina _____ 00000000

Charisma _____ 00000000
Manipulation _____ 00000000
Appearance _____ 00000000

Perception _____ 00000000
Intelligence _____ 00000000
Wits _____ 00000000

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

Alertness _____ 00000000
Athletics _____ 00000000
Brawl _____ 00000000
Dodge _____ 00000000
Empathy _____ 00000000
Expression _____ 00000000
Intimidation _____ 00000000
Leadership _____ 00000000
Streetwise _____ 00000000
Subterfuge _____ 00000000

Animal Ken _____ 00000000
Crafts _____ 00000000
Drive _____ 00000000
Etiquette _____ 00000000
Firearms _____ 00000000
Melee _____ 00000000
Performance _____ 00000000
Security _____ 00000000
Stealth _____ 00000000
Survival _____ 00000000

Academics _____ 00000000
Computer _____ 00000000
Finance _____ 00000000
Investigation _____ 00000000
Law _____ 00000000
Linguistics _____ 00000000
Medicine _____ 00000000
Occult _____ 00000000
Politics _____ 00000000
Science _____ 00000000

ADVANTAGES

DISCIPLINES

BACKGROUNDS

VIRTUES

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

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

Conscience/Conviction_ 000000
Self-Control/Instinct__ 000000
Courage _____ 000000

MERITS & FLAWS

MERIT Cost

FLAW Cost

HUMANITY/PATH

0000000000

WILLPOWER

0000000000
□□□□□□□□□□

BLOODPOOL

□□□□□□□□□□
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POINTS PER TURN: _____

HEALTH

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

WEAKNESS

Easily Addicted To Vitae

EXPERIENCE
