

BLOOD BROTHERS

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

MAKER:

CHRONICLE:

CONCEPT:

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
 Drive _____ 00000000
 Etiquette _____ 00000000
 Firearms _____ 00000000
 Melee _____ 00000000
 Performance _____ 00000000
 Security _____ 00000000
 Stealth _____ 00000000
 Survival _____ 00000000

KNOWLEDGES

Academics _____ 00000000
 Computer _____ 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_ 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

Shared Pain; Cannot Embrace

EXPERIENCE