



# CAPPADOCIAN ANTITRIBU

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  
□□□□□□□□□□

### BLOODPOOL

□□□□□□□□□□  
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POINTS PER TURN: \_\_\_\_\_

### HEALTH

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

### WEAKNESS

Deathly Pallor;  
+1 Dif. To Social Rolls

### EXPERIENCE