

Followers of Set

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

HUMANITY/PATH

HEALTH

MERIT _____ COST _____

0000000000

Bruised _____

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

_____ COST _____

WILLPOWER

0000000000

_____ COST _____

BLOODPOOL

POINTS PER TURN: _____

WEAKNESS

+2 Damage from Sunlight

+1 to Dif. in Bright Light

EXPERIENCE