

SALUBRI ANTTRIBU

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 & FLAUS

MERIT	COST
_____	---
_____	---
_____	---
_____	---
_____	---
_____	---
_____	---
_____	---
_____	---
_____	---
_____	---
FLAW	COST
_____	---
_____	---
_____	---
_____	---
_____	---
_____	---

HUMANITY/PATH

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

BLOODPOOL

□ □ □ □ □ □ □ □ □ □
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POINTS PER TURN: _____

HEALTH

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

WEAKNESS

Feed on Unwilling;
Blood Not Taken By Force Gives No Sustenance

EXPERIENCE