# SALUBRI

Name: | Nature: | Generation:

Player: | Demeanor: | Sire:

Chronicle: | Concept: | Title:

## Attributes

### Physical

Strength ●○○○○○○○○
Dexterity ●○○○○○○○○
Stamina ●○○○○○○○○

### Social

Charisma ●○○○○○○○○
Manipulation ●○○○○○○○○
Appearance ●○○○○○○○○

### Mental

Perception ●○○○○○○○○
Intelligence ●○○○○○○○○
Wits ●○○○○○○○○

## Abilities

### Talents

Alertness ○○○○○○○○○
Athletics ○○○○○○○○○
Brawl ○○○○○○○○○
Dodge ○○○○○○○○○
Empathy ○○○○○○○○○
Expression ○○○○○○○○○
Intimidation ○○○○○○○○○
Leadership ○○○○○○○○○
Streetwise ○○○○○○○○○
Subterfuge ○○○○○○○○○

### Skills

Animal Ken ○○○○○○○○○
Crafts ○○○○○○○○○
Drive ○○○○○○○○○
Etiquette ○○○○○○○○○
Firearms ○○○○○○○○○
Melee ○○○○○○○○○
Performance ○○○○○○○○○
Security ○○○○○○○○○
Stealth ○○○○○○○○○
Survival ○○○○○○○○○

### Knowledges

Academics ○○○○○○○○○
Computer ○○○○○○○○○
Finance ○○○○○○○○○
Investigation ○○○○○○○○○
Law ○○○○○○○○○
Linguistics ○○○○○○○○○
Medicine ○○○○○○○○○
Occult ○○○○○○○○○
Politics ○○○○○○○○○
Science ○○○○○○○○○

## Advantages

### Disciplines

Auspex ○○○○○○○○○
Fortitude ○○○○○○○○○
Obeah ○○○○○○○○○
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_____ ○○○○○○○○○

### Backgrounds

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_____ ○○○○○○○○○
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### Virtues

Conscience/Conviction ●○○○○
Self-Control/Instinct ●○○○○
Courage ●○○○○

## Merits & Flaws

| Merit | Cost |
|---|---|
| | |
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| | |
| | |
| | |
| | |

| Flaw | Cost |
|---|---|
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| | |

## Humanity/Path

_____

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## Willpower

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☐☐☐☐☐☐☐☐☐☐

## Bloodpool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Points Per Turn: _____

## Health

| | | |
|---|---|---|
| Bruised | | ☐ |
| Hurt | -1 | ☐ |
| Injured | -1 | ☐ |
| Wounded | -2 | ☐ |
| Mauled | -2 | ☐ |
| Crippled | -5 | ☐ |
| Incapacitated | | ☐ |

## Weakness

Feed on Willing: Lose 1W.P. If Vessel Resists

## Experience