Serpents of the Light

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

Obfuscate ○○○○○○○○
Presence ○○○○○○○○
Serpentis ○○○○○○○○
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○○○○○○○○

Backgrounds

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Virtues

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

Merits & Flaws

Merit	Cost

Flaw	Cost

Humanity/Path

○○○○○○○○○○

Willpower

○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐

Bloodpool

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

Points Per Turn:_____

Health

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

Weakness

+2 Damage from Sunlight
+1 to Dif. in Bright Light

Experience