

Assamite

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

ATTRIBUTES

PHYSICAL

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

SOCIAL

Charisma_____00000000
Manipulation_____00000000
Appearance_____00000000

MENTAL

Perception_____00000000
Intelligence_____00000000
Wits_____00000000

ABILITIES

TALENTS

Alertness_____00000000
Athletics_____00000000
Brawl_____00000000
Dodge_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation_____00000000
Leadership_____00000000
Streetwise_____00000000
Subterfuge_____00000000

SKILLS

Animal Ken_____00000000
Crafts_____00000000
Drive_____00000000
Etiquette_____00000000
Firearms_____00000000
Melee_____00000000
Performance_____00000000
Security_____00000000
Stealth_____00000000
Survival_____00000000

KNOWLEDGES

Academics_____00000000
Computer_____00000000
Finance_____00000000
Investigation_____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

BACKGROUNDS

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

VIRTUES

Conscience/Conviction_00000
Self-Control/Instinct__00000
Courage_____00000

OTHER TRAITS

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

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

WEAKNESS

Easily Addicted To Vitae

EXPERIENCE

Assamite

◆ OTHER TRAITS ◆

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

◆ PATHS ◆

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

◆ RITUALS ◆

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

◆ LANGUAGES ◆

◆ DERANGEMENTS ◆

◆ MERITS & FLAWS ◆

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

◆ HISTORY ◆

GOALS

◆ DESCRIPTION ◆

 AGE: _____ HAIR: _____
 APPARENT AGE: _____ EYES: _____
 R.I.P: _____ HEIGHT: _____
 SEX: _____ WEIGHT: _____
 RACE: _____ NATIONALITY: _____

◆ ALLIES & CONTACTS ◆

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

◆ GEAR & EQUIPMENT ◆

