



CAPPADOCIAN ANTITRIBU

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

BACKGROUNDS

_____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000
 _____00000000

VIRTUES

Conscience/Conviction_000000
 Self-Control/Instinct__000000
 Courage_____000000

OTHER TRAITS

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

HUMANITY/PATH

0000000000

WILLPOWER

0000000000
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BLOODPOOL

□□□□□□□□□□
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POINTS PER TURN: _____

HEALTH

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

WEAKNESS

Deathly Pallor;
+1 Dif. To Social Rolls

EXPERIENCE

