

Assamite 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
 □□□□□□□□□□

BLOODPOOL

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

HEALTH

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

WEAKNESS

Difficulty Hiding Arcane Nature;
 Attempts to detect magic on character are at -2 Dif.

EXPERIENCE

Assamite Antitribu

MERITS & FLAWS

MERIT	Type	COST	FLAW	Type	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

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

RITUALS

PATHS

NAME	LEVEL	
_____	_____	_____00000
_____	_____	_____00000
_____	_____	_____00000
_____	_____	_____00000
_____	_____	_____00000
_____	_____	_____00000

EXPERIENCE

DERANGEMENTS

TOTAL: _____
 TOTAL SPENT: _____
 SPENT ON: _____

LANGUAGES

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____



Assamite Antitribu

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

SABBAT STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

VINCULI

PACK MEMBER

RATING

PACK MEMBER

RATING

HAVENS

LOCATION

DESCRIPTION



Assamite Antitribu

HISTORY

PRELUDE

GOALS

DESCRIPTION

AGE: _____

APPARENT AGE: _____

DATE OF BIRTH: _____

R.I.P: _____

HAIR: _____

EYES: _____

RACE: _____

NATIONALITY: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

VISUALS

PACK CHART

CHARACTER SKETCH

