

# CHILDREN OF OSIRIS

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

FORMER CLAN:

CHRONICLE:

CONCEPT:

TITLE:

## ATTRIBUTES

### PHYSICAL

### SOCIAL

### MENTAL

Strength \_\_\_\_\_ 00000000  
 Dexterity \_\_\_\_\_ 00000000  
 Stamina \_\_\_\_\_ 00000000

Charisma \_\_\_\_\_ 00000000  
 Manipulation \_\_\_\_\_ 00000000  
 Appearance \_\_\_\_\_ 00000000

Perception \_\_\_\_\_ 00000000  
 Intelligence \_\_\_\_\_ 00000000  
 Wits \_\_\_\_\_ 00000000

## ABILITIES

### TALENTS

### SKILLS

### KNOWLEDGES

Alertness \_\_\_\_\_ 00000000  
 Athletics \_\_\_\_\_ 00000000  
 Brawl \_\_\_\_\_ 00000000  
 Dodge \_\_\_\_\_ 00000000  
 Empathy \_\_\_\_\_ 00000000  
 Expression \_\_\_\_\_ 00000000  
 Intimidation \_\_\_\_\_ 00000000  
 Leadership \_\_\_\_\_ 00000000  
 Streetwise \_\_\_\_\_ 00000000  
 Subterfuge \_\_\_\_\_ 00000000

Animal Ken \_\_\_\_\_ 00000000  
 Crafts \_\_\_\_\_ 00000000  
 Drive \_\_\_\_\_ 00000000  
 Etiquette \_\_\_\_\_ 00000000  
 Firearms \_\_\_\_\_ 00000000  
 Melee \_\_\_\_\_ 00000000  
 Performance \_\_\_\_\_ 00000000  
 Security \_\_\_\_\_ 00000000  
 Stealth \_\_\_\_\_ 00000000  
 Survival \_\_\_\_\_ 00000000

Academics \_\_\_\_\_ 00000000  
 Computer \_\_\_\_\_ 00000000  
 Finance \_\_\_\_\_ 00000000  
 Investigation \_\_\_\_\_ 00000000  
 Law \_\_\_\_\_ 00000000  
 Linguistics \_\_\_\_\_ 00000000  
 Medicine \_\_\_\_\_ 00000000  
 Occult \_\_\_\_\_ 00000000  
 Politics \_\_\_\_\_ 00000000  
 Science \_\_\_\_\_ 00000000

## ADVANTAGES

### DISCIPLINES

### BACKGROUNDS

### VIRTUES

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

Conscience/Conviction\_ 00000  
 Self-Control/Instinct\_\_ 00000  
 Courage \_\_\_\_\_ 00000

### OTHER TRAITS

### HUMANITY/PATH

### HEALTH

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

0000000000

### WILLPOWER

0000000000  
 □□□□□□□□□□

### BLOODPOOL

□□□□□□□□□□  
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POINTS PER TURN: \_\_\_\_\_

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

### WEAKNESS

### EXPERIENCE

# CHILDREN OF OSIRIS

## MERITS & FLAWS

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

## OTHER TRAITS

_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000

## RITUALS

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

## PATHS

_____00000
_____00000
_____00000
_____00000
_____00000
_____00000
_____00000

## EXPERIENCE

TOTAL: \_\_\_\_\_  
 TOTAL SPENT: \_\_\_\_\_  
 SPENT ON: \_\_\_\_\_

## DERANGEMENTS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## LANGUAGES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

## ARMOR

CLASS: \_\_\_\_\_  
 RATING: \_\_\_\_\_  
 PENALTY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_



# CHILDREN OF OSIRIS

## EXPANDED BACKGROUNDS

ALLIES

MENTOR

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CONTACTS

RESOURCES

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FAME

RETAINERS

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HERD

STATUS

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INFLUENCE

OTHER(\_\_\_\_\_)

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## POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

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FEEDING GROUNDS

VEHICLES

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## BLOODBONDS

BOUND TO

RATING

BOUND TO

RATING

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## TEMPLE

LOCATION

DESCRIPTION

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