

Followers of Set

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	_____00000000	Charisma	_____00000000	Perception	_____00000000
Dexterity	_____00000000	Manipulation	_____00000000	Intelligence	_____00000000
Stamina	_____00000000	Appearance	_____00000000	Wits	_____00000000

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Alertness	_____00000000	Animal Ken	_____00000000	Academics	_____00000000
Athletics	_____00000000	Crafts	_____00000000	Computer	_____00000000
Brawl	_____00000000	Drive	_____00000000	Finance	_____00000000
Dodge	_____00000000	Etiquette	_____00000000	Investigation	_____00000000
Empathy	_____00000000	Firearms	_____00000000	Law	_____00000000
Expression	_____00000000	Melee	_____00000000	Linguistics	_____00000000
Intimidation	_____00000000	Performance	_____00000000	Medicine	_____00000000
Leadership	_____00000000	Security	_____00000000	Occult	_____00000000
Streetwise	_____00000000	Stealth	_____00000000	Politics	_____00000000
Subterfuge	_____00000000	Survival	_____00000000	Science	_____00000000

ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
_____	_____00000000	_____	_____00000000	Conscience/Conviction	_____000000
_____	_____00000000	_____	_____00000000	Self-Control/Instinct	_____000000
_____	_____00000000	_____	_____00000000	Courage	_____000000
_____	_____00000000	_____	_____00000000		
_____	_____00000000	_____	_____00000000		
_____	_____00000000	_____	_____00000000		

OTHER TRAITS

_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000

HUMANITY/PATH

_____0000000000

WILLPOWER

_____0000000000

BLOODPOOL

POINTS PER TURN: _____

HEALTH

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

WEAKNESS

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

EXPERIENCE

Followers of Set

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

EXPERIENCE

TOTAL: _____
 TOTAL SPENT: _____
 SPENT ON: _____

DERANGEMENTS

LANGUAGES

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

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



Followers of Set

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

BLOODBONDS

BOUND TO

RATING

BOUND TO

RATING

LOCATION

HAVENS

DESCRIPTION

