

# PANDERS

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

### HUMANITY/PATH

### HEALTH

\_\_\_\_\_ 00000000

0 0 0 0 0 0 0 0 0 0

Bruised

\_\_\_\_\_ 00000000

Hurt -1

\_\_\_\_\_ 00000000

### WILLPOWER

Injured -1

\_\_\_\_\_ 00000000

0 0 0 0 0 0 0 0 0 0

Wounded -2

\_\_\_\_\_ 00000000

Mauled -2

\_\_\_\_\_ 00000000

### BLOODPOOL

Crippled -5

\_\_\_\_\_ 00000000

Incapacitated

\_\_\_\_\_ 00000000

### WEAKNESS

\_\_\_\_\_ 00000000

Lack of Respect;  
Cannot Start Below 9th Gen.

\_\_\_\_\_ 00000000

### EXPERIENCE

\_\_\_\_\_ 00000000

\_\_\_\_\_ 00000000

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

# PANDERS

## 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: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# PANDERS

## 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

LOCATION

## HAVENS

DESCRIPTION

