

Ravnos

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	
_____00000000	_____00000000	Self-Control/Instinct_000000
_____00000000	_____00000000	
_____00000000	_____00000000	Courage_____000000
_____00000000	_____00000000	

OTHER TRAITS

HUMANITY/PATH

HEALTH

_____00000000
 _____00000000
 _____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

Addicted To Vice;
Self-Control Roll(Dif.6)or succumb to compulsion

EXPERIENCE

Ravnos

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
_____	_____	_____00000

EXPERIENCE

DERANGEMENTS

TOTAL: _____
 TOTAL SPENT: _____
 SPENT ON: _____

LANGUAGES

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

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

Ravnos

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

HAVENS

LOCATION

DESCRIPTION

