



# SALUBRI

**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	
Acting	_____00000000	Animal Ken	_____00000000	Bureaucracy	_____00000000
Alertness	_____00000000	Drive	_____00000000	Computer	_____00000000
Athletics	_____00000000	Etiquette	_____00000000	Finance	_____00000000
Brawl	_____00000000	Firearms	_____00000000	Investigation	_____00000000
Dodge	_____00000000	Melee	_____00000000	Law	_____00000000
Empathy	_____00000000	Music	_____00000000	Linguistics	_____00000000
Intimidation	_____00000000	Repair	_____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	_____00000
_____	_____00000000	_____	_____00000000	Self-Control	_____00000
_____	_____00000000	_____	_____00000000	Courage	_____00000
_____	_____00000000	_____	_____00000000		
_____	_____00000000	_____	_____00000000		
_____	_____00000000	_____	_____00000000		

### Other Traits

\_\_\_\_\_00000000  
 \_\_\_\_\_00000000  
 \_\_\_\_\_00000000  
 \_\_\_\_\_00000000  
 \_\_\_\_\_00000000

### Humanity

0000000000

### Health

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

### Willpower

0000000000

### Combat

Weapon	Difficulty	Damage

### Blood Pool

### Experience

\_\_\_\_\_