

# TOREADOR

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Title:  
Haven:

## Attributes

### Physical

Strength\_\_\_\_\_00000  
Dexterity\_\_\_\_\_00000  
Stamina\_\_\_\_\_00000

### Social

Charisma\_\_\_\_\_00000  
Manipulation\_\_\_\_\_00000  
Appearance\_\_\_\_\_00000

### Mental

Perception\_\_\_\_\_00000  
Intelligence\_\_\_\_\_00000  
Wits\_\_\_\_\_00000

## Abilities

### Talents

Acting\_\_\_\_\_00000  
Alertness\_\_\_\_\_00000  
Athletics\_\_\_\_\_00000  
Brawl\_\_\_\_\_00000  
Dodge\_\_\_\_\_00000  
Empathy\_\_\_\_\_00000  
Intimidation\_\_\_\_\_00000  
Leadership\_\_\_\_\_00000  
Streetwise\_\_\_\_\_00000  
Subterfuge\_\_\_\_\_00000

### Skills

Animal Ken\_\_\_\_\_00000  
Drive\_\_\_\_\_00000  
Etiquette\_\_\_\_\_00000  
Firearms\_\_\_\_\_00000  
Melee\_\_\_\_\_00000  
Music\_\_\_\_\_00000  
Repair\_\_\_\_\_00000  
Security\_\_\_\_\_00000  
Stealth\_\_\_\_\_00000  
Survival\_\_\_\_\_00000

### Knowledges

Bureaucracy\_\_\_\_\_00000  
Computer\_\_\_\_\_00000  
Finance\_\_\_\_\_00000  
Investigation\_\_\_\_\_00000  
Law\_\_\_\_\_00000  
Linguistics\_\_\_\_\_00000  
Medicine\_\_\_\_\_00000  
Occult\_\_\_\_\_00000  
Politics\_\_\_\_\_00000  
Science\_\_\_\_\_00000

## Advantages

### Disciplines

\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000

### Backgrounds

\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000

### Virtues

Conscience\_\_\_\_\_00000  
Self-Control\_\_\_\_\_00000  
Courage\_\_\_\_\_00000

### Other Traits

\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000  
\_\_\_\_\_00000

### Humanity

0 0 0 0 0 0 0 0 0 0

### Health

Bruised   
Hurt - 1   
Injured - 2   
Wounded - 3   
Mauled - 4   
Crippled - 5   
Incapacitated

### Combat

Weapon	Difficulty	Damage

### Willpower

0 0 0 0 0 0 0 0 0 0

### Blood Pool

0 0 0 0 0 0 0 0 0 0

### Experience