

POSSESSED

Name:

Nature:

Type:

Player:

Demeanor:

Breed:

Chronicle:

Concept:

Host:

Attributes

Physical

Strength _____ 0000000000
 Dexterity _____ 0000000000
 Stamina _____ 0000000000

Social

Charisma _____ 0000000000
 Manipulation _____ 0000000000
 Appearance _____ 0000000000

Mental

Perception _____ 0000000000
 Intelligence _____ 0000000000
 Wits _____ 0000000000

Abilities

Talents

Alertness _____ 0000000000
 Athletics _____ 0000000000
 Brawl _____ 0000000000
 Empathy _____ 0000000000
 Expression _____ 0000000000
 Intimidation _____ 0000000000
 Leadership _____ 0000000000
 Primal-Urge _____ 0000000000
 Streetwise _____ 0000000000
 Subterfuge _____ 0000000000
 _____ 0000000000

Skills

Animal-Ken _____ 0000000000
 Crafts _____ 0000000000
 Drive _____ 0000000000
 Etiquette _____ 0000000000
 Firearms _____ 0000000000
 Larceny _____ 0000000000
 Melee _____ 0000000000
 Performance _____ 0000000000
 Stealth _____ 0000000000
 Survival _____ 0000000000
 _____ 0000000000

Knowledges

Academics _____ 0000000000
 Computer _____ 0000000000
 Enigmas _____ 0000000000
 Investigation _____ 0000000000
 Law _____ 0000000000
 Medicine _____ 0000000000
 Occult _____ 0000000000
 Rituals _____ 0000000000
 Science _____ 0000000000
 Technology _____ 0000000000
 _____ 0000000000

Advantages

Powers

Backgrounds

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Other Traits

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Rage

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Gnosis

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Autonomy

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Willpower

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Health

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

Taints

Experience