

# POSSESSED

Name:

Type:

Nature:

Player:

Breed:

Demeanor:

Chronicle:

Host:

Concept:

## Attributes

### Physical

### Social

### Mental

Strength \_\_\_\_\_ ●0000  
 Dexterity \_\_\_\_\_ ●0000  
 Stamina \_\_\_\_\_ ●0000

Charisma \_\_\_\_\_ ●0000  
 Manipulation \_\_\_\_\_ ●0000  
 Appearance \_\_\_\_\_ ●0000

Perception \_\_\_\_\_ ●0000  
 Intelligence \_\_\_\_\_ ●0000  
 Wits \_\_\_\_\_ ●0000

## Abilities

### Talents

### Skills

### Knowledges

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Primal-Urge \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000

Computer \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Rituals \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## Advantages

### Backgrounds

### Powers

### Talents

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Rage

### Autonomy

### Health

0 0 0 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 0 0 0

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

### Animals

### Willpower

### Experience

0 0 0 0 0 0 0 0 0 0 0 0

0 0 0 0 0 0 0 0 0 0 0 0

\_\_\_\_\_

# POSSESSED

## Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

## Other Traits

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

## Powers/Taints

Power: _____	Cost: _____	Taint: _____	Bonus: _____
System: _____		System: _____	
Power: _____	Cost: _____	Taint: _____	Bonus: _____
System: _____		System: _____	
Power: _____	Cost: _____	Taint: _____	Bonus: _____
System: _____		System: _____	
Power: _____	Cost: _____	Taint: _____	Bonus: _____
System: _____		System: _____	
Power: _____	Cost: _____	Taint: _____	Bonus: _____
System: _____		System: _____	

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

### Brawling Chart

Maneuver	Roll	Diff	Damage
Bite	Dex + Brawl	5	Strength + 1/A
Body Tackle	Dex + Brawl	7	Special/B
Claw	Dex + Brawl	6	Strength + 1/A
Grapple	Dex + Brawl	6	Strength/B
Kick	Dex + Brawl	7	Strength + 1/B
Punch	Dex + Brawl	6	Strength/B

A=Aggravated Damage B=Bashing Damage

Armor: \_\_\_\_\_

# POSSESSED

## Expanded Backgrounds

Allies

Fetish/Equipment

Contacts

Mentor

Consecrated

Symbiosis

Cult

Resources

Other ( )

Other ( )

## Possessions

Gear (Carried)

Equipment (Owned)

Vehicles

Misc

Derangements

Experience

TOTAL:

Gained From:

TOTAL SPENT:

Spent On:

Languages

