

POSSESSED

Name:

Type:

Nature:

Player:

Breed:

Demeanor:

Chronicle:

Host:

Concept:

Attributes

Physical

Social

Mental

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

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

Traits

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

Rage

Autonomy

Health

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

Assets

Willpower

Experience

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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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 |
|---------------|-------|--------|-------|------|------|---------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
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| | | | | | | |
| | | | | | | |

| 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

Languages

TOTAL:

Gained From:

TOTAL SPENT:

Spent On:

