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**Abilities**

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**Negative Traits**

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**Mental**

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**Social**

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**Physical**

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**Disciplines**

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**Backgrounds**

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**Influences**

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**Merits & Flaws**

- Healthy
- Bruised
- Wounded
- Incapacitated
- Torpor

**Health**

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**Blood**

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**Willpower**

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**Courage**

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**Self-Control / Instinct**

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**Conscience / Conviction**

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**Morality Path**

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**Name:** \_\_\_\_\_

**Character:** \_\_\_\_\_

**Chronicle:** \_\_\_\_\_

**Clan:** \_\_\_\_\_

**Generation:** \_\_\_\_\_

**Age:** \_\_\_\_\_

**Nature:** \_\_\_\_\_

**Demeanor:** \_\_\_\_\_