

Serpents of the Light

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

Attributes

Physical

Social

Mental

Strength _____ 00000

Charisma _____ 00000

Perception _____ 00000

Dexterity _____ 00000

Manipulation _____ 00000

Intelligence _____ 00000

Stamina _____ 00000

Appearance _____ 00000

Wits _____ 00000

Abilities

Talents

Skills

Knowledges

Alertness _____ 00000

Animal Ken _____ 00000

Academics _____ 00000

Athletics _____ 00000

Crafts _____ 00000

Computer _____ 00000

Awareness _____ 00000

Drive _____ 00000

Finance _____ 00000

Brawl _____ 00000

Etiquette _____ 00000

Investigation _____ 00000

Empathy _____ 00000

Firearms _____ 00000

Law _____ 00000

Expression _____ 00000

Larceny _____ 00000

Medicine _____ 00000

Intimidation _____ 00000

Melee _____ 00000

Occult _____ 00000

Leadership _____ 00000

Performance _____ 00000

Politics _____ 00000

Streetwise _____ 00000

Stealth _____ 00000

Science _____ 00000

Subterfuge _____ 00000

Survival _____ 00000

Technology _____ 00000

Advantages

Disciplines

Backgrounds

Virtues

_____ 00000

_____ 00000

Conscience/Conviction _____ 00000

_____ 00000

_____ 00000

Self-Control/Instinct _____ 00000

_____ 00000

_____ 00000

Courage _____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

_____ 00000

Humanity/Path

Health

000000000000

Bearing: _____ ()

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Willpower

000000000000

Weakness

Experience

Blood Per Turn: _____

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)