

# OSEBO

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

TITLE:

CHRONICLE:

CONCEPT:

SIRE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

### SOCIAL

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

### MENTAL

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

### SKILLS

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

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
 Computers \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## ADVANTAGES

### DISCIPLINES

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

### BACKGROUNDS

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

### ORUN + AYE

ORUN  
 0 0 0 0 0 0 0 0 0 0  
 AYE  
 0 0 0 0 0 0 0 0 0 0

### OTHER TRAITS

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

### COURAGE

0 0 0 0 0

### WILLPOWER

0 0 0 0 0 0 0 0 0 0

### BLOODPOOL

### HEALTH

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

### EXPERIENCE

# OSEBO

## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS

## OTHER TRAITS

00000	00000	00000
00000	00000	00000
00000	00000	00000

## RITUALS

## PATHS

NAME	LEVEL	00000
		00000
		00000
		00000
		00000
		00000
		00000

## EXPERIENCE

## DERANGEMENTS

TOTAL: \_\_\_\_\_

TOTAL SPENT: \_\_\_\_\_

SPENT ON: \_\_\_\_\_

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## LANGUAGES

## COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

## ARMOR

CLASS: \_\_\_\_\_

RATING: \_\_\_\_\_

PENALTY: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

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\_\_\_\_\_

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# OSEBO

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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HERD

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INFLUENCE

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MEMBERSHIP

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MENTOR

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RELIQUARY

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RESOURCES

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RETAINER

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STATUS

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## POSSESSIONS

GEAR (CARRIED)

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FEEDING GROUNDS

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EQUIPMENT(OWNED)

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ARTIFACTS

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## BLOODBONDS/VINCULI

BOUND TO

RATING

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BOUND TO

RATING

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## HAVEN

LOCATION

DESCRIPTION

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# O SEBO

## HISTORY

### PRELUDE

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### GOALS

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## DESCRIPTION

AGE: \_\_\_\_\_

APPARENT AGE: \_\_\_\_\_

DATE OF BIRTH: \_\_\_\_\_

R.I.P: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

RACE: \_\_\_\_\_

NATIONALITY: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

SEX: \_\_\_\_\_

## VISUALS

COTERIE CHART

CHARACTER SKETCH