

TALAS II

NIGHTMARES OF CONFINEMENT

Name:
Player:
Chronicle:

Legend:
Life:
Concept:

Hunger:
Horror:
Brood:

ATTRIBUTES

| | | | | | | |
|-------------------|--------------|-------|-----------|-------|--------------|-------|
| <i>Power</i> | Intelligence | 00000 | Strength | 00000 | Presence | 00000 |
| <i>Finesse</i> | Wits | 00000 | Dexterity | 00000 | Manipulation | 00000 |
| <i>Resistance</i> | Resolve | 00000 | Stamina | 00000 | Composure | 00000 |

SKILLS

MENTAL

(-3 unskilled)

| | |
|---------------|-------|
| Academics | 00000 |
| Computer | 00000 |
| Crafts | 00000 |
| Investigation | 00000 |
| Medicine | 00000 |
| Occult | 00000 |
| Politics | 00000 |
| Science | 00000 |

PHYSICAL

(-1 unskilled)

| | |
|-----------|-------|
| Athletics | 00000 |
| Brawl | 00000 |
| Drive | 00000 |
| Firearms | 00000 |
| Larceny | 00000 |
| Stealth | 00000 |
| Survival | 00000 |
| Weaponry | 00000 |

SOCIAL

(-1 unskilled)

| | |
|--------------|-------|
| Animal Ken | 00000 |
| Empathy | 00000 |
| Expression | 00000 |
| Intimidation | 00000 |
| Persuasion | 00000 |
| Socialize | 00000 |
| Streetwise | 00000 |
| Subterfuge | 00000 |

OTHER TRAITS

MERITS

| | |
|-------|-------|
| _____ | 00000 |
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ATAVISMS

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NIGHTMARES

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FAMILY TIES

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HEALTH

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WILLPOWER

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LAIR

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SATIETY

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SATIETY CONDITION

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CONDITIONS

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ASPIRATIONS

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Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Beats: □ □ □ □ □
 Experiences: _____

TRATASOII

NIGHTMARES OF CONFINEMENT

KINSHIP NIGHTMARES

OTHER TRAITS

| | | |
|-------|-------|-------|
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |

BIRTHRIGHTS

EXPERIENCES

Total: _____
Gained From: _____

SATIETY PREFERENCES

Total Spent: _____
Spent On: _____

COMBAT

| Weapon/Attack | Damage | Range | Clip | Initiative | Strength | Size |
|---------------|--------|-------|------|------------|----------|------|
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Armor

Rating: _____
Strength: _____
Defense: _____
Speed: _____
Description: _____
