

# WOLVES OF THE SEA

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 Demeanor:  
 Concept:

CLAN:  
 GENERATION:  
 SIRE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 00000000  
 Dexterity \_\_\_\_\_ 00000000  
 Stamina \_\_\_\_\_ 00000000

### SOCIAL

Charisma \_\_\_\_\_ 00000000  
 Manipulation \_\_\_\_\_ 00000000  
 Appearance \_\_\_\_\_ 00000000

### MENTAL

Perception \_\_\_\_\_ 00000000  
 Intelligence \_\_\_\_\_ 00000000  
 Wits \_\_\_\_\_ 00000000

## ABILITIES

### TALENTS

Acting \_\_\_\_\_ 00000000  
 Alertness \_\_\_\_\_ 00000000  
 Athletics \_\_\_\_\_ 00000000  
 Brawl \_\_\_\_\_ 00000000  
 Dodge \_\_\_\_\_ 00000000  
 Empathy \_\_\_\_\_ 00000000  
 Intimidation \_\_\_\_\_ 00000000  
 Larceny \_\_\_\_\_ 00000000  
 Leadership \_\_\_\_\_ 00000000  
 Subterfuge \_\_\_\_\_ 00000000

### SKILLS

Animal Ken \_\_\_\_\_ 00000000  
 Archery \_\_\_\_\_ 00000000  
 Crafts \_\_\_\_\_ 00000000  
 Etiquette \_\_\_\_\_ 00000000  
 Herbalism \_\_\_\_\_ 00000000  
 Melee \_\_\_\_\_ 00000000  
 Music \_\_\_\_\_ 00000000  
 Ride \_\_\_\_\_ 00000000  
 Stealth \_\_\_\_\_ 00000000  
 Survival \_\_\_\_\_ 00000000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000000  
 Hearth Wisdom \_\_\_\_\_ 00000000  
 Investigation \_\_\_\_\_ 00000000  
 Law \_\_\_\_\_ 00000000  
 Linguistics \_\_\_\_\_ 00000000  
 Medicine \_\_\_\_\_ 00000000  
 Occult \_\_\_\_\_ 00000000  
 Politics \_\_\_\_\_ 00000000  
 Science \_\_\_\_\_ 00000000  
 Seneschal \_\_\_\_\_ 00000000

## ADVANTAGES

### DISCIPLINES

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### BACKGROUNDS

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### VIRTUES

Conscience/Conviction \_\_\_\_\_ 00000  
 Self-Control/Instinct \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

### OTHER TRAITS

\_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000  
 \_\_\_\_\_ 00000000

### ROAD

\_\_\_\_\_ 0000000000

### WILLPOWER

\_\_\_\_\_ 0000000000  
 □□□□□□□□□□

### BLOOD POOL

□□□□□□□□□□  
 □□□□□□□□□□  
 □□□□□□□□□□  
 □□□□□□□□□□

### HEALTH

Bruised \_\_\_\_\_ □  
 Hurt -1 \_\_\_\_\_ □  
 Injured -1 \_\_\_\_\_ □  
 Wounded -2 \_\_\_\_\_ □  
 Mauled -2 \_\_\_\_\_ □  
 Crippled -5 \_\_\_\_\_ □  
 Incapacitated \_\_\_\_\_ □

### WEAKNESS

### EXPERIENCE