

The House of Murnau

Name:

Nature:

Order:

Player:

Demeanor:

Chapter:

Chronicle:

Impulse:

Concept:

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	Archery_____	00000	Enigmas_____	00000
Awareness_____	00000	Commerce_____	00000	Hearth Wisdom_____	00000
Brawl_____	00000	Crafts_____	00000	Investigation_____	00000
Empathy_____	00000	Etiquette_____	00000	Law_____	00000
Expression_____	00000	Melee_____	00000	Medicine_____	00000
Intimidation_____	00000	Performance_____	00000	Occult_____	00000
Leadership_____	00000	Ride_____	00000	Politics_____	00000
Legerdemain_____	00000	Stealth_____	00000	Seneschal_____	00000
Subterfuge_____	00000	Survival_____	00000	Theology_____	00000
_____	00000	_____	00000	_____	00000

Advantages

Backgrounds

Virtues

Superior Virtues

_____	00000	Self-Control_____	00000	Wisdom_____	00000
_____	00000	_____		_____	
_____	00000	Conscience_____	00000	Faith_____	00000
_____	00000	_____		_____	
_____	00000	Courage_____	00000	Zeal_____	00000

Blessings & Curses

Piety

Health

_____	0 0 0 0 0 0 0 0 0 0	Bruised	<input type="checkbox"/>
_____		Hurt	- 1 <input type="checkbox"/>
_____		Injured	- 1 <input type="checkbox"/>
_____		Wounded	- 2 <input type="checkbox"/>
_____		Mauled	- 2 <input type="checkbox"/>
_____		Crippled	- 5 <input type="checkbox"/>
_____		Incapacitated	<input type="checkbox"/>

Willpower

0 0 0 0 0 0 0 0 0 0

Conviction

Callous? _____
 Banked Conviction: _____

Holy Art

_____ 00000
 _____ 00000
 _____ 00000

Experience