

# ASSAMITES

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 DEMEANOR:  
 CONCEPT:

GENERATION:  
 TITLE:  
 SIRE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ 000000000  
 Dexterity \_\_\_\_\_ 000000000  
 Stamina \_\_\_\_\_ 000000000

### SOCIAL

Charisma \_\_\_\_\_ 000000000  
 Manipulation \_\_\_\_\_ 000000000  
 Appearance \_\_\_\_\_ 000000000

### MENTAL

Perception \_\_\_\_\_ 000000000  
 Intelligence \_\_\_\_\_ 000000000  
 Wits \_\_\_\_\_ 000000000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 000000000  
 Athletics \_\_\_\_\_ 000000000  
 Awareness \_\_\_\_\_ 000000000  
 Brawl \_\_\_\_\_ 000000000  
 Empathy \_\_\_\_\_ 000000000  
 Expression \_\_\_\_\_ 000000000  
 Intimidation \_\_\_\_\_ 000000000  
 Leadership \_\_\_\_\_ 000000000  
 Legerdemain \_\_\_\_\_ 000000000  
 Subterfuge \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000

### SKILLS

Animal Ken \_\_\_\_\_ 000000000  
 Archery \_\_\_\_\_ 000000000  
 Commerce \_\_\_\_\_ 000000000  
 Crafts \_\_\_\_\_ 000000000  
 Etiquette \_\_\_\_\_ 000000000  
 Melee \_\_\_\_\_ 000000000  
 Performance \_\_\_\_\_ 000000000  
 Ride \_\_\_\_\_ 000000000  
 Stealth \_\_\_\_\_ 000000000  
 Survival \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000

### KNOWLEDGES

Academics \_\_\_\_\_ 000000000  
 Enigmas \_\_\_\_\_ 000000000  
 Hearth Wisdom \_\_\_\_\_ 000000000  
 Investigation \_\_\_\_\_ 000000000  
 Law \_\_\_\_\_ 000000000  
 Medicine \_\_\_\_\_ 000000000  
 Occult \_\_\_\_\_ 000000000  
 Politics \_\_\_\_\_ 000000000  
 Seneschal \_\_\_\_\_ 000000000  
 Theology \_\_\_\_\_ 000000000  
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## ADVANTAGES

### DISCIPLINES

\_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
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### BACKGROUNDS

\_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
 \_\_\_\_\_ 000000000  
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### VIRTUES

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

### OTHER TRAITS

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### ROAD

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 Aura: \_\_\_\_\_ ( )  
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### WILLPOWER

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### BLOOD POOL

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### HEALTH

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

### WEAKNESS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_