

DANAVA

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

GENERATION:
TITLE:
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

Alertness_____00000000
Athletics_____00000000
Awareness_____00000000
Brawl_____00000000
Empathy_____00000000
Expression____00000000
Intimidation____00000000
Leadership_____00000000
Legerdemain____00000000
Subterfuge_____00000000
_____00000000

SKILLS

Animal Ken_____00000000
Archery_____00000000
Commerce_____00000000
Crafts_____00000000
Etiquette_____00000000
Melee_____00000000
Performance____00000000
Ride_____00000000
Stealth_____00000000
Survival_____00000000
_____00000000

KNOWLEDGES

Academics_____00000000
Enigmas_____00000000
Hearth Wisdom____00000000
Investigation____00000000
Law_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Seneschal_____00000000
Theology_____00000000
_____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

ROAD

000000000000
Aura: _____ ()

WILLPOWER

000000000000
□□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
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HEALTH

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

WEAKNESS
