

NAGARAJA

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
 _____ 000000000

ADVANTAGES

DISCIPLINES

_____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000

BACKGROUNDS

_____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000
 _____ 000000000

VIRTUES

Conscience/Conviction _____ 00000
 Self-Control/Instinct _____ 00000
 Courage _____ 00000

OTHER TRAITS

ROAD

000000000000
 Aura: _____ ()

WILLPOWER

000000000000
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BLOOD POOL

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HEALTH

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

WEAKNESS

