

SALUBRI

NAME:
 PLAYER:
 CHRONICLE:

NATURE:
 Demeanor:
 Concept:

GENERATION:
 TITLE:
 SIRE:

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ 000000000	Charisma _____ 000000000	Perception _____ 000000000
Dexterity _____ 000000000	Manipulation _____ 000000000	Intelligence _____ 000000000
Stamina _____ 000000000	Appearance _____ 000000000	Wits _____ 000000000

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 000000000	Animal Ken _____ 000000000	Academics _____ 000000000
Athletics _____ 000000000	Archery _____ 000000000	Enigmas _____ 000000000
Awareness _____ 000000000	Commerce _____ 000000000	Hearth Wisdom _____ 000000000
Brawl _____ 000000000	Crafts _____ 000000000	Investigation _____ 000000000
Empathy _____ 000000000	Etiquette _____ 000000000	Law _____ 000000000
Expression _____ 000000000	Melee _____ 000000000	Medicine _____ 000000000
Intimidation _____ 000000000	Performance _____ 000000000	Occult _____ 000000000
Leadership _____ 000000000	Ride _____ 000000000	Politics _____ 000000000
Legerdemain _____ 000000000	Stealth _____ 000000000	Seneschal _____ 000000000
Subterfuge _____ 000000000	Survival _____ 000000000	Theology _____ 000000000
_____ 000000000	_____ 000000000	_____ 000000000

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
_____ 000000000	_____ 000000000	Conscience/Conviction _____ 00000
_____ 000000000	_____ 000000000	Self-Control/Instinct _____ 00000
_____ 000000000	_____ 000000000	Courage _____ 00000
_____ 000000000	_____ 000000000	
_____ 000000000	_____ 000000000	

OTHER TRAITS

ROAD

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 Aura: _____ ()

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
