

RAMMANGA

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

00000000000
Aura: _____ ()

WILLPOWER

00000000000
□□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
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HEALTH

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

WEAKNESS

RAMMANGA

MERITS AND FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	000000000	_____	000000000	_____	000000000
_____	000000000	_____	000000000	_____	000000000
_____	000000000	_____	000000000	_____	000000000

RITUALS

PATHS

NAME	LEVEL	
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000

EXPERIENCE

DERANGEMENTS

Total: _____ Total Spent: _____

Spent On: _____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

Class: _____

Rating: _____

Penalty: _____

Description: _____

RAMMANGA

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVEN

LOCATION

DESCRIPTION
