

# 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

000000000000  
 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

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

# SALUBRI

## MERITS AND FLAWS

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

## OTHER TRAITS

_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000
_____	00000000	_____	00000000	_____	00000000

## 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: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# SALUBRI

## EXPANDED BACKGROUNDS

ALLIES

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MENTOR

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CONTACTS

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RESOURCES

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FAME

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RETAINERS

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HERD

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STATUS

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INFLUENCE

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OTHER(\_\_\_\_\_)

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## POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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FEEDING GROUNDS

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TRANSPORTATION

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## HAVEN

LOCATION

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DESCRIPTION

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