

# CAPPADOCIANS

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

TITLE:

CHRONICLE:

CONCEPT:

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

\_\_\_\_\_  
 0000000000  
 Aura: \_\_\_\_\_ ( )  
 \_\_\_\_\_  
**WILLPOWER**  
 \_\_\_\_\_  
 0000000000  
 □□□□□□□□□□  
 \_\_\_\_\_  
**BLOOD POOL**  
 \_\_\_\_\_  
 □□□□□□□□□□  
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### HEALTH

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

### WEAKNESS

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

# CAPPADOCIANS

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

\_\_\_\_\_

\_\_\_\_\_

# CAPPADOCIANS

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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FAME

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HERD

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INFLUENCE

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MENTOR

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RESOURCES

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RETAINERS

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STATUS

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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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# CAPPADOCIANS

## HISTORY

### PRELUDE

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### GOALS

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## DESCRIPTION

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

R.I.P.: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## VISUALS

COTERIE CHART

CHARACTER SKETCH

