

# RAVNOŠ

NAME:  
 PLAYER:  
 CHRONICLE:

NATURE:  
 Demeanor:  
 Concept:

GENERATION:  
 TITLE:  
 SIRE:

## ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ 00000000	Charisma _____ 00000000	Perception _____ 00000000
Dexterity _____ 00000000	Manipulation _____ 00000000	Intelligence _____ 00000000
Stamina _____ 00000000	Appearance _____ 00000000	Wits _____ 00000000

## ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 00000000	Animal Ken _____ 00000000	Academics _____ 00000000
Athletics _____ 00000000	Archery _____ 00000000	Enigmas _____ 00000000
Awareness _____ 00000000	Commerce _____ 00000000	Hearth Wisdom _____ 00000000
Brawl _____ 00000000	Crafts _____ 00000000	Investigation _____ 00000000
Empathy _____ 00000000	Etiquette _____ 00000000	Law _____ 00000000
Expression _____ 00000000	Melee _____ 00000000	Medicine _____ 00000000
Intimidation _____ 00000000	Performance _____ 00000000	Occult _____ 00000000
Leadership _____ 00000000	Ride _____ 00000000	Politics _____ 00000000
Legerdemain _____ 00000000	Stealth _____ 00000000	Seneschal _____ 00000000
Subterfuge _____ 00000000	Survival _____ 00000000	Theology _____ 00000000
_____ 00000000	_____ 00000000	_____ 00000000

## ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
_____ 00000000	_____ 00000000	Conscience/Conviction _____ 00000
_____ 00000000	_____ 00000000	Self-Control/Instinct _____ 00000
_____ 00000000	_____ 00000000	Courage _____ 00000
_____ 00000000	_____ 00000000	
_____ 00000000	_____ 00000000	

### OTHER TRAITS

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

### ROAD

0000000000  
 Aura: \_\_\_\_\_ ( )

### WILLPOWER

0000000000  
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### BLOOD POOL

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### HEALTH

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

### WEAKNESS

\_\_\_\_\_

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

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\_\_\_\_\_

\_\_\_\_\_

# RAVNOŠ

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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FAME

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---

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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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# RAVENS

## 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

