

NEPHILIM

NAME:

NATURE:

LINEAGE:

PLAYER:

DEMEANOR:

FACTION:

CHRONICLE:

CONCEPT:

PARENT:

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 _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Intuition _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000
 _____ 00000

SKILLS

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Technology _____ 00000
 _____ 00000

KNOWLEDGES

Academics _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Religion _____ 00000
 Research _____ 00000
 Science _____ 00000
 _____ 00000

ADVANTAGES

BACKGROUNDS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

LORE

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

VIRTUES

Conscience _____ 00000
 Conviction _____ 00000
 Courage _____ 00000

HEALTH

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

OTHER TRAITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

FAITH

0 0 0 0 0 0 0 0 0 0

FAINT

Permanent

0 0 0 0 0 0 0 0 0 0

Temporary

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

EXPERIENCE

