

# PHILADELPHIA BY NIGHT

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Clan:  
Generation:  
Sire:

## Attributes

Physical		Social	Mental		
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

## Abilities

Talents		Skills	Knowledges		
Alertness	_____00000	Animal Ken	_____00000	Academics	_____00000
Athletics	_____00000	Crafts	_____00000	Enigmas	_____00000
Awareness	_____00000	Etiquette	_____00000	Finance	_____00000
Brawl	_____00000	Firearms	_____00000	Investigation	_____00000
Empathy	_____00000	Larceny	_____00000	Law	_____00000
Expression	_____00000	Melee	_____00000	Medicine	_____00000
Intimidation	_____00000	Performance	_____00000	Occult	_____00000
Leadership	_____00000	Ride	_____00000	Politics	_____00000
Streetwise	_____00000	Stealth	_____00000	Science	_____00000
Subterfuge	_____00000	Survival	_____00000	Technology	_____00000
	_____00000		_____00000		_____00000

## Advantages

Disciplines	Backgrounds	Virtues
_____00000	_____00000	Conscience/Conviction_____00000
_____00000	_____00000	Self-Control/Instinct_____00000
_____00000	_____00000	Courage_____00000
_____00000	_____00000	
_____00000	_____00000	

### Humanity/Path

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Bearing: \_\_\_\_\_ ( )

### Willpower

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### Blood Pool

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Blood Per Turn: \_\_\_\_\_

### Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### Weakness

### Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

