

# KLASUD

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Generation:

Sire:

Title:

## Attributes

### Physical

Strength\_\_\_\_\_0000000000  
Dexterity\_\_\_\_\_0000000000  
Stamina\_\_\_\_\_0000000000

### Social

Charisma\_\_\_\_\_0000000000  
Manipulation\_\_\_\_\_0000000000  
Appearance\_\_\_\_\_0000000000

### Mental

Perception\_\_\_\_\_0000000000  
Intelligence\_\_\_\_\_0000000000  
Wits\_\_\_\_\_0000000000

## Abilities

### Talents

Alertness\_\_\_\_\_0000000000  
Athletics\_\_\_\_\_0000000000  
Awareness\_\_\_\_\_0000000000  
Brawl\_\_\_\_\_0000000000  
Empathy\_\_\_\_\_0000000000  
Expression\_\_\_\_\_0000000000  
Intimidation\_\_\_\_\_0000000000  
Leadership\_\_\_\_\_0000000000  
Streetwise\_\_\_\_\_0000000000  
Subterfuge\_\_\_\_\_0000000000  
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### Skills

Animal Ken\_\_\_\_\_0000000000  
Crafts\_\_\_\_\_0000000000  
Drive\_\_\_\_\_0000000000  
Etiquette\_\_\_\_\_0000000000  
Firearms\_\_\_\_\_0000000000  
Larceny\_\_\_\_\_0000000000  
Melee\_\_\_\_\_0000000000  
Performance\_\_\_\_\_0000000000  
Stealth\_\_\_\_\_0000000000  
Survival\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000

### Knowledges

Academics\_\_\_\_\_0000000000  
Computer\_\_\_\_\_0000000000  
Finance\_\_\_\_\_0000000000  
Investigation\_\_\_\_\_0000000000  
Law\_\_\_\_\_0000000000  
Medicine\_\_\_\_\_0000000000  
Occult\_\_\_\_\_0000000000  
Politics\_\_\_\_\_0000000000  
Science\_\_\_\_\_0000000000  
Technology\_\_\_\_\_0000000000  
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## Advantages

### Disciplines

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### Backgrounds

\_\_\_\_\_0000000000  
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### Virtues

Conscience/Conviction\_\_\_\_\_000000  
Self-Control/Instinct\_\_\_\_\_000000  
Courage\_\_\_\_\_000000

## Humanity/Path

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\_\_\_\_\_0000000000  
Bearing:\_\_\_\_\_ ( )

## Willpower

\_\_\_\_\_0000000000  
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## Blood Pool

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

## Health

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

## Weakness

## Experience