

SAMEDI

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
_____0000000000

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
_____0000000000

Advantages

Disciplines

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

Backgrounds

_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000
_____0000000000

Virtues

Conscience/Conviction_____00000
Self-Control/Instinct_____00000
Courage_____00000

Humanity/Path

_____0000000000
Bearing:_____ ()

Willpower

_____0000000000
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
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Blood Per Turn:_____

Health

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

Weakness

Experience

SAMEDI

Merits & Flaws

Merit

Cost

_____	_____
_____	_____
_____	_____
_____	_____

Flaw

Cost

_____	_____
_____	_____
_____	_____
_____	_____

Other Traits

_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO
_____	OOOOOOOOOO

Paths

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

Rituals

Ritual

Level

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

History

Goals

Description

Age:

Apparent Age:

R.I.P.:

Sex:

Race:

Hair:

Eyes:

Height:

Weight:

Nationality:

Allies & Contacts

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Gear & Equipment

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Combat

Weapon/Attack

Diff.

Damage

Range

Rate

Clip

Conceal

_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____