

MERE REB

2

NU MED MERE REB

NAME:
 PLAYER:
 CONCEPT:
 CHRONICLE:

NATURE:
 Demeanor:
 CLAN:
 GENERATION:

ATTRIBUTES

PHYSICAL

Strength _____ 00000 0
 Dexterity _____ 00000 0
 Stamina _____ 00000 0

SOCIAL

Charisma _____ 00000 0
 Manipulation _____ 00000 0
 Appearance _____ 00000 0

MENTAL

Perception _____ 00000 0
 Intelligence _____ 00000 0
 Wits _____ 00000 0

ABILITIES

TALENTS

Awareness _____ 00000 0
 Athletics _____ 00000 0
 Brawl _____ 00000 0
 Dodge _____ 00000 0
 Empathy _____ 00000 0
 Expression _____ 00000 0
 Intimidation _____ 00000 0
 Larceny _____ 00000 0
 Leadership _____ 00000 0
 Subterfuge _____ 00000 0

SKILLS

Animal Ken _____ 00000 0
 Crafts _____ 00000 0
 Etiquette _____ 00000 0
 Firearms _____ 00000 0
 Melee _____ 00000 0
 Performance _____ 00000 0
 Seamanship _____ 00000 0
 Security _____ 00000 0
 Stealth _____ 00000 0
 Survival _____ 00000 0

KNOWLEDGES

Academics _____ 00000 0
 Finance _____ 00000 0
 Investigation _____ 00000 0
 Law _____ 00000 0
 Linguistics _____ 00000 0
 Medicine _____ 00000 0
 Occult _____ 00000 0
 Politics _____ 00000 0
 Pirate Lore _____ 00000 0
 Science _____ 00000 0

ADVANTAGES

DISCIPLINES

_____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0

BACKGROUNDS

_____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0

VIRTUES

Conscience/Conviction _____ 00000
 Self-Control/Instinct _____ 00000
 Courage _____ 00000

OTHER TRAITS

_____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0
 _____ 00000 0

HUMANITY/PATH

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

BLOOD POOL

□ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □

PIRATE

0 0 0 0 0 0 0 0 0 0

HEALTH

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

WEAKNESS

EXPERIENCE