

MEKHEET

Name:

Player:

Chronicle:

Virtue:

Vice:

Concept:

Covenant:

Title:

Sire:

Attributes

POWER	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
FINESSE	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
RESISTANCE	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

Skills

Mental

(-3 Unskilled)

Academics	○○○○○
Crafts	○○○○○
Computer	○○○○○
Investigation	○○○○○
Medicine	○○○○○
Occult	○○○○○
Politics	○○○○○
Science	○○○○○

Physical

(-1 Unskilled)

Athletics	○○○○○
Brawl	○○○○○
Drive	○○○○○
Firearms	○○○○○
Larceny	○○○○○
Stealth	○○○○○
Survival	○○○○○
Weaponry	○○○○○

Social

(-1 Unskilled)

Animal Ken	○○○○○
Empathy	○○○○○
Expression	○○○○○
Intimidation	○○○○○
Persuasion	○○○○○
Socialize	○○○○○
Streetwise	○○○○○
Subterfuge	○○○○○

Disciplines

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

Merits

_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

Flaws

Clan Weakness

Other Traits

Health

○○○○○○○○○○○○○○
□□□□□□□□□□

Willpower

○○○○○○○○○○○○
□□□□□□□□□□

Blood Potency

●○○○○○○○○○○

Vitae

□□□□□□□□□□
□□□□□□□□□□

Vitae Per Turn: _____

Humanity

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____