

POSSESSED

Name:

Nature:

Type:

Player:

Demeanor:

Breed:

Chronicle:

Concept:

Host:

Attributes

Physical

Strength _____ 0000000000
 Dexterity _____ 0000000000
 Stamina _____ 0000000000

Social

Charisma _____ 0000000000
 Manipulation _____ 0000000000
 Appearance _____ 0000000000

Mental

Perception _____ 0000000000
 Intelligence _____ 0000000000
 Wits _____ 0000000000

Abilities

Talents

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Skills

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Knowledges

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Advantages

Spheres

Correspondence _____ 0000000000
 Entropy _____ 0000000000
 Forces _____ 0000000000
 Life _____ 0000000000
 Matter _____ 0000000000
 Mind _____ 0000000000
 Prime _____ 0000000000
 Spirit _____ 0000000000
 Time _____ 0000000000

Backgrounds

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Other Traits

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Rage

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Gnosis

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Autonomy

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Health

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

Arete

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Essence

Experience