

POSSESSED

Name:

Player:

Clan:

Nature:

Demeanor:

Generation:

Type:

Breed:

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

Conscience _____ 00000
Self-Control _____ 00000
Courage _____ 00000

Humanity/Path

0 0 0 0 0 0 0 0 0 0 0 0

Blood Pool

□ □ □ □ □ □ □ □ □ □
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Health

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

Arete

0 0 0 0 0 0 0 0 0 0

Essence

□ □ □ □ □ □ □ □ □ □
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Rage

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

Gnosis

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

Autonomy

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

Willpower

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