

# POSSESSED

Name:

Nature:

Type:

Player:

Demeanor:

Breed:

Clan:

Generation:

Host:

## Attributes

### Physical

Strength \_\_\_\_\_ OOOOOOOOOO  
Dexterity \_\_\_\_\_ OOOOOOOOOO  
Stamina \_\_\_\_\_ OOOOOOOOOO

### Social

Charisma \_\_\_\_\_ OOOOOOOOOO  
Manipulation \_\_\_\_\_ OOOOOOOOOO  
Appearance \_\_\_\_\_ OOOOOOOOOO

### Mental

Perception \_\_\_\_\_ OOOOOOOOOO  
Intelligence \_\_\_\_\_ OOOOOOOOOO  
Wits \_\_\_\_\_ OOOOOOOOOO

## Abilities

### Talents

Alertness \_\_\_\_\_ OOOOOOOOOO  
Athletics \_\_\_\_\_ OOOOOOOOOO  
Brawl \_\_\_\_\_ OOOOOOOOOO  
Empathy \_\_\_\_\_ OOOOOOOOOO  
Expression \_\_\_\_\_ OOOOOOOOOO  
Intimidation \_\_\_\_\_ OOOOOOOOOO  
Leadership \_\_\_\_\_ OOOOOOOOOO  
Primal-Urge \_\_\_\_\_ OOOOOOOOOO  
Streetwise \_\_\_\_\_ OOOOOOOOOO  
Subterfuge \_\_\_\_\_ OOOOOOOOOO  
\_\_\_\_\_ OOOOOOOOOO

### Skills

Animal-Ken \_\_\_\_\_ OOOOOOOOOO  
Crafts \_\_\_\_\_ OOOOOOOOOO  
Drive \_\_\_\_\_ OOOOOOOOOO  
Etiquette \_\_\_\_\_ OOOOOOOOOO  
Firearms \_\_\_\_\_ OOOOOOOOOO  
Larceny \_\_\_\_\_ OOOOOOOOOO  
Melee \_\_\_\_\_ OOOOOOOOOO  
Performance \_\_\_\_\_ OOOOOOOOOO  
Stealth \_\_\_\_\_ OOOOOOOOOO  
Survival \_\_\_\_\_ OOOOOOOOOO  
\_\_\_\_\_ OOOOOOOOOO

### Knowledges

Academics \_\_\_\_\_ OOOOOOOOOO  
Computer \_\_\_\_\_ OOOOOOOOOO  
Enigmas \_\_\_\_\_ OOOOOOOOOO  
Investigation \_\_\_\_\_ OOOOOOOOOO  
Law \_\_\_\_\_ OOOOOOOOOO  
Medicine \_\_\_\_\_ OOOOOOOOOO  
Occult \_\_\_\_\_ OOOOOOOOOO  
Rituals \_\_\_\_\_ OOOOOOOOOO  
Science \_\_\_\_\_ OOOOOOOOOO  
Technology \_\_\_\_\_ OOOOOOOOOO  
\_\_\_\_\_ OOOOOOOOOO

## Advantages

### Powers

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### Disciplines

\_\_\_\_\_ OOOOOOOOOO  
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\_\_\_\_\_ OOOOOOOOOO  
\_\_\_\_\_ OOOOOOOOOO  
\_\_\_\_\_ OOOOOOOOOO

### Virtues

Conscience \_\_\_\_\_ OOOOOO  
Self-Control \_\_\_\_\_ OOOOOO  
Courage \_\_\_\_\_ OOOOOO

### Humanity/Path

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### Blood Pool

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### Taints

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### Rage

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### Gnosis

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### Autonomy

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### Willpower

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### Health

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