

Name:	Nature:	Kills	1-9	00000 0000
Player:	Demeanor:		10-90	00000 0000
Generation:	Clan:		100-900	00000 0000

**Attributes**

Physical		Social		Mental	
Strength	00000 00000	Charisma	00000 00000	Perception	00000 00000
Dexterity	00000 00000	Manipulation	00000 00000	Intelligence	00000 00000
Stamina	00000 00000	Appearance	00000 00000	Wits	00000 00000

**Abilities**

Talents		Skills		Knowledges	
Acting	00000 00000	Acrobatics	00000 00000	Academics	00000 00000
Alertness	00000 00000	Animal Ken	00000 00000	Cainite Lore	00000 00000
Assimilation	00000 00000	Archery	00000 00000	Demonology	00000 00000
Athletics	00000 00000	Chivalry	00000 00000	Discipline Familiarity	00000 00000
Awareness	00000 00000	Crafts	00000 00000	Enigma	00000 00000
Babel	00000 00000	Crafts (Body)	00000 00000	Geography	00000 00000
Brawl	00000 00000	Etiquette	00000 00000	Hearth Wisdom	00000 00000
Dodge	00000 00000	Herbalism	00000 00000	Heraldry	00000 00000
Empathy	00000 00000	Martial Arts	00000 00000	Heresy	00000 00000
Expression	00000 00000	Meditation	00000 00000	Investigation	00000 00000
Franchise	00000 00000	Melee	00000 00000	Law	00000 00000
Intimidation	00000 00000	Music	00000 00000	Linguistics	00000 00000
Larceny	00000 00000	Performance	00000 00000	Medicine	00000 00000
Leadership	00000 00000	Portents	00000 00000	Occult	00000 00000
Subterfuge	00000 00000	Ride	00000 00000	Plague-Breeding	00000 00000
		Stealth	00000 00000	Politics	00000 00000
		Strategy	00000 00000	Science	00000 00000
		Survival	00000 00000	Seneschal	00000 00000
		Torture	00000 00000	Thanatology	00000 00000
				Theology	00000 00000

**Advantages**

Disciplines		Backgrounds		Virtues	
_____	00000 00000	_____	00000 00000	Conscience/Conviction	00000 00000
_____	00000 00000	_____	00000 00000	Self-Control/Instinct	00000 00000
_____	00000 00000	_____	00000 00000	Courage	00000 00000
_____	00000 00000	_____	00000 00000		
_____	00000 00000	_____	00000 00000		
_____	00000 00000	_____	00000 00000		

**Other Traits**

_____	00000 00000
_____	00000 00000
_____	00000 00000
_____	00000 00000
_____	00000 00000

**Road**

_____	o o o o o o o o o o
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**Willpower**

_____	o o o o o o o o o o
_____	□ □ □ □ □ □ □ □ □ □

**Blood Pool**

_____	□ □ □ □ □ □ □ □ □ □
_____	□ □ □ □ □ □ □ □ □ □
_____	□ □ □ □ □ □ □ □ □ □
_____	□ □ □ □ □ □ □ □ □ □

**Health**

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

Weapon	Difficulty	Damage

**Experience**

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