## Attributes

<table>
<thead>
<tr>
<th>Physical</th>
<th>Social</th>
<th>Mental</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>Charisma</td>
<td>Perception</td>
</tr>
<tr>
<td>Dexterity</td>
<td>Manipulation</td>
<td>Intelligence</td>
</tr>
<tr>
<td>Stamina</td>
<td>Appearance</td>
<td>Wits</td>
</tr>
</tbody>
</table>

## Talents

- Acting
- Alertness
- Athletics
- Brawl
- Dodge
- Empathy
- Intimidation
- Leadership
- Streetwise
- Subterfuge

## Skills

- Animal Ken
- Drive
- Etiquette
- Firearms
- Melee
- Music
- Repair
- Security
- Stealth
- Survival

## Disciplines

- Potence
- Bureaucracy
- Computer
- Finance
- Investigation
- Law
- Linguistics
- Medicine
- Occult
- Politics
- Science

## Advantages

- Conscience/Callousness
- Self-Control/Instincts
- Courage/Morale

## Disciplines

- Potence
- Bureaucracy
- Computer
- Finance
- Investigation
- Law
- Linguistics
- Medicine
- Occult
- Politics
- Science

## Virtues

- Conscience/Callousness
- Self-Control/Instincts
- Courage/Morale

## Health

- Bruised
- Hurt
- Injured
- Wounded
- Mauled
- Crippled
- Incapacitated

## Blood Pool

- 0 0 0 0 0 0 0 0 0 0

## Willpower

- O 0 0 0 0 0 0 0 0 0

## Other Traits

- Name: Player: Chronicle: Nature: Demeanor: Concept: Domitor: Duties: Revenant Family:

## Disciplines

- Potence
- Bureaucracy
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- Medicine
- Occult
- Politics
- Science

## Advantages

- Conscience/Callousness
- Self-Control/Instincts
- Courage/Morale

## Health

- Bruised
- Hurt
- Injured
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- Mauled
- Crippled
- Incapacitated

## Blood Pool

- Overdosing?