



CAPPADOCIAN

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

TITLE:

ATTRIBUTES

PHYSICAL

Strength _____ 00000000
 Dexterity _____ 00000000
 Stamina _____ 00000000

SOCIAL

Charisma _____ 00000000
 Manipulation _____ 00000000
 Appearance _____ 00000000

MENTAL

Perception _____ 00000000
 Intelligence _____ 00000000
 Wits _____ 00000000

ABILITIES

TALENTS

Alertness _____ 00000000
 Athletics _____ 00000000
 Brawl _____ 00000000
 Dodge _____ 00000000
 Empathy _____ 00000000
 Expression _____ 00000000
 Intimidation _____ 00000000
 Leadership _____ 00000000
 Streetwise _____ 00000000
 Subterfuge _____ 00000000

SKILLS

Animal Ken _____ 00000000
 Crafts _____ 00000000
 Drive _____ 00000000
 Etiquette _____ 00000000
 Firearms _____ 00000000
 Melee _____ 00000000
 Performance _____ 00000000
 Security _____ 00000000
 Stealth _____ 00000000
 Survival _____ 00000000

KNOWLEDGES

Academics _____ 00000000
 Computer _____ 00000000
 Finance _____ 00000000
 Investigation _____ 00000000
 Law _____ 00000000
 Linguistics _____ 00000000
 Medicine _____ 00000000
 Occult _____ 00000000
 Politics _____ 00000000
 Science _____ 00000000

ADVANTAGES

DISCIPLINES

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

BACKGROUNDS

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

VIRTUES

Conscience/Conviction_ 00000
 Self-Control/Instinct__ 00000
 Courage _____ 00000

OTHER TRAITS

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

HUMANITY/PATH

0 0 0 0 0 0 0 0 0 0

WILLPOWER

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

BLOODPOOL

□ □ □ □ □ □ □ □ □ □
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POINTS PER TURN: _____

HEALTH

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

WEAKNESS

Deathly Pallor;
+1 Dif. To Social Rolls

EXPERIENCE



CAPPADOCIAN

OTHER TRAITS

_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000
_____	00000000

PATHS

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

RITUALS

NAME	LEVEL
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____
_____	____

LANGUAGES

DERANGEMENTS

MERITS & FLAWS

MERIT	COST	FLAW	COST
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____
_____	____	_____	____

HISTORY

GOALS

DESCRIPTION

AGE: _____ HAIR: _____

APPARENT AGE: _____ EYES: _____

R.I.P: _____ HEIGHT: _____

SEX: _____ WEIGHT: _____

RACE: _____ NATIONALITY: _____

ALLIES & CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

GEAR & EQUIPMENT
