

# POSSESSED™

Name:  
Player:  
Chronicle:

Type:  
Breed:  
Host:

Nature:  
Demeanor:  
Concept:

## Attributes

<i>Physical</i>		<i>Social</i>		<i>Mental</i>	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

## Abilities

<i>Talents</i>		<i>Skills</i>		<i>Knowledges</i>	
Alertness	○○○○○	Animal Ken	○○○○○	Computer	○○○○○
Athletics	○○○○○	Crafts	○○○○○	Enigmas	○○○○○
Brawl	○○○○○	Drive	○○○○○	Investigation	○○○○○
Dodge	○○○○○	Etiquette	○○○○○	Law	○○○○○
Empathy	○○○○○	Firearms	○○○○○	Linguistics	○○○○○
Expression	○○○○○	Leadership	○○○○○	Medicine	○○○○○
Intimidation	○○○○○	Melee	○○○○○	Occult	○○○○○
Primal-Urge	○○○○○	Performance	○○○○○	Politics	○○○○○
Streetwise	○○○○○	Stealth	○○○○○	Rituals	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	Science	○○○○○

## Advantages

<i>Backgrounds</i>	<i>Powers</i>	<i>Talents</i>
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____
○○○○○	_____	_____

<i>Rage</i>	<i>Autonomy</i>	<i>Health</i>
○○○○○○○○○○○○	○○○○○○○○○○○○	Bruised <input type="checkbox"/>
□□□□□□□□□□	□□□□□□□□□□	Hurt -1 <input type="checkbox"/>
		Injured -1 <input type="checkbox"/>
		Wounded -2 <input type="checkbox"/>
		Mauled -2 <input type="checkbox"/>
		Crippled -5 <input type="checkbox"/>
		Incapacitated <input type="checkbox"/>
<i>Assets</i>	<i>Willpower</i>	<i>Experience</i>
○○○○○○○○○○○○	○○○○○○○○○○○○	
□□□□□□□□□□	□□□□□□□□□□	