

ANDU

Generation :
Coterie :
Refuge :

Physique

Force	● ○ ○ ○ ○
Dextérité	● ○ ○ ○ ○
Vigueur	● ○ ○ ○ ○

Charisme ● ○ ○ ○ ○

Manipulation ● ○ ○ ○ ○

Apparence ● ○ ○ ○ ○

Perception	● ○ ○ ○ ○
Intelligence . . .	● ○ ○ ○ ○
Astuce	● ○ ○ ○ ○

Talents

Athlétisme	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Bagarre	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Commandement ...	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Empathie	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Esquive	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Exp. de la rue	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Expression	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Intimidation	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Subterfuge	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Vigilance	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Animaux	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Arme à feu	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Artisanat	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Conduite	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Étiquette	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Furtivité	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mêlée	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Représentation . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Sécurité	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Survie	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

Érudition	○ ○ ○ ○ ○
Finance	○ ○ ○ ○ ○
Informatique . . .	○ ○ ○ ○ ○
Investigation . . .	○ ○ ○ ○ ○
Loi	○ ○ ○ ○ ○
Médecine	○ ○ ○ ○ ○
Linguistique . . .	○ ○ ○ ○ ○
Occultisme	○ ○ ○ ○ ○
Politique	○ ○ ○ ○ ○
Science	○ ○ ○ ○ ○

Historiques

A handwriting practice grid consisting of 7 rows and 5 columns of dots. Each row contains 5 dots, and there are 7 rows in total.

Conscience/ Conviction	● ○ ○ ○ ○ ○
Maîtrise de soi/ Instinct	● ○ ○ ○ ○ ○
Courage	● ○ ○ ○ ○ ○

Humanite-Vole

[illegible]

- Volonte

- Points de Sang

- Sante

Contusion		<input type="checkbox"/>
Blessure légère	-1	<input type="checkbox"/>
Blessure moyenne	-1	<input type="checkbox"/>
Blessure grave	-2	<input type="checkbox"/>
Handicap	-2	<input type="checkbox"/>
Infirmité	-5	<input type="checkbox"/>
Incapacité		<input type="checkbox"/>

Faiblesse :

parla & 9e
generation max

VAMPIRE

LA MASCARADE

Autres traits

Talents

[illegible]

Competences

○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○
○○○○○○○

Connaissances

[illegible]

Rituals

[illegible]

Experience

Total : _____
Total dépense : _____
dépense pour :

Derangement

Liens de Sang/ Vinculum

Лица	Точка	Лица	Точка

Combat

[illegible]