

Setite

Generation :

Coterle :

Refuge :

Attributes

physique

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

Social

Charisme ● ○ ○ ○ ○
Manipulation ● ○ ○ ○ ○
Apparence ● ○ ○ ○ ○

Mental

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

- Capacities

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"/>

Competences

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"/>

Connaissances

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




■ Advantages

Historiques

Disciplines

Occulation.....	○○○○○
presence.....	○○○○○
Serpentis.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○

Vertus

Conscience/ Conviction	
Maîtrise de soi/ Instinct	
Courage	

+ Atouts & Handicaps +

A 10x10 grid of small black dots on a white background. The dots are arranged in 10 rows and 10 columns, forming a square pattern. Each dot is a small, solid black circle.

Humanite-Voie

- 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 :

+2 degat au soieff

-1 de a la sumiere

VAMPIRE

LA MASCARADE

Autres traits

Talents

[illegible]

Competences

[illegible]

Connaissances

[illegible]

Rituals

[illegible]

Experience

Total : _____
Total dépense : _____
dépense pour :

Der angenehme

Liens de Sang/ Vinculum

Лица	Товары	Лица	Товары

Combat

[illegible]