Bloodsucker: The Angst

Name: Clique: Juice: /

Statistics

Active		Passive	
Strength	OOOOO	Resilience	OOOOO
Dexterity	OOOOO	Speed	OOOOO
Intelligence	OOOOO	Perception	OOOOO
Charm	OOOOO	Control	OOOOO
Resolve	OOOOO	Resistance	OOOOO

Health

L											
						-1	-2	-3	-4	-5	Dead

Initiative:

Skill	Focus	Rating
Acting		OOOOO
Art		OOOOO
Athletics		OOOOO
Bitching		OOOOO
Brawl		OOOOO
Business		OOOOO
Comedy		OOOOO
Computer Use		OOOOO
Demolitions		OOOOO
Design		OOOOO
Diplomacy		OOOOO
Dodge		OOOOO
Driving		OOOOO
Firearms		OOOOO
Folklore		OOOOO
Gardening		OOOOO
Handyman		OOOOO
Healthcare		OOOOO
History		OOOOO
Intimidation		OOOOO

Skill	Focus	Rating
Melee		OOOOO
Nookie		OOOOO
Look Good		OOOOO
Observation		OOOOO
Party Hardy		OOOOO
Persuasion		OOOOO
Poetry		OOOOO
Programming		OOOOO
Riding		OOOOO
Rope Tying		OOOOO
Science		OOOOO
Singing		OOOOO
Spellcraft		OOOOO
Stealth		OOOOO
Streetwise		OOOOO
Survival		OOOOO
Teaching		OOOOO
Train Animals		OOOOO
Trivia		OOOOO
Writing		OOOOO

Powers	Level	Effect

Merit	Points	Flaw	Points

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Angst

10	O	10: Happy thoughts (Roll 5 Dice)
9	O	9: Outward display of happiness (Roll 4 Dice)
8	O	8: Failing to take an opportunity to whinge (Roll 4 Dice)
7	O	7: Insulting a more senior Bloodsucker (Roll 4 Dice)
6	O	6: Refusing to drink human blood (Roll 3 Dice)
5	O	5: Committing petty theft or pulling a prank on a senior Bloodsucker (Roll 3 Dice)
4	O	4: Grave crime against senior Bloodsucker (Roll 3 Dice)
3	O	3: Refusal to drink animal blood (Roll 2 Dice)
2	O	2: Revealing the truth about Bloodsuckers to Mundanes (Roll 2 Dice)
1	O	1: Gravely insulting the goth scene in some unforgivable fashion. (Roll 2 Dice)

Weapon	Damage	Type	Cost

History / Notes