

# Dhampyr

## The Half-Damned

Name:

Virtue:

Parent Clan:

Player:

Vice:

Age:

Chronicle:

Concept:

Apparent Age:

### Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

### Skills

#### Mental

(+3 Unskilled)

Academics	00000
Crafts	00000
Computer	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

#### Physical

(-1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

#### Social

(-1 Unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

### Disciplines

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

### Merits

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

### Flaws

_____
_____
_____

### Weakness

_____
_____
_____

### Other Traits

#### Health

000000000000

#### Willpower

0000000000

#### Blood Purity

0000000000

#### Vitae

Vitae Per Turn: \_\_\_\_\_

#### Humanity

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

Size: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Experience: \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Blood Purity 1 (May be increased with Merit points) • Disciplines 3(ased on Parents Clan)  
 Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs twopoints) • Health = Stamina + Size • Willpower = Resolve + Composure  
 • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure  
 • Speed = Strength + Dexterity +5 • Starting Humanity = 7 • Vitae = d10 roll

