

RENAISSANCE VAMPIRE

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

Social

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

Mental

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

Abilities

Talents

Alertness _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
Archery _____ 00000
Crafts _____ 00000
Etiquette _____ 00000
Larceny _____ 00000
Melee _____ 00000
Performance _____ 00000
Ride _____ 00000
Stealth _____ 00000
Survival _____ 00000

Knowledges

Academics _____ 00000
Enigmas _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000
Technology _____ 00000

Advantages

Disciplines

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

Backgrounds

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

Virtues

Conscience/Conviction _____ 00000
Self-Control/Instinct _____ 00000
Courage _____ 00000

Humanity/Path

_____ 000000000000
Bearing: _____ ()

Willpower

_____ 000000000000
_____ 000000000000

Blood Pool

_____ 000000000000
_____ 000000000000

Health

Bruised -0
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

Experience



RENAISSANCE VAMPIRE

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Rituals & Paths

Ritual	Level	Path	
_____	_____	_____	○○○○○
_____	_____	_____	○○○○○
_____	_____	_____	○○○○○
_____	_____	_____	○○○○○
_____	_____	_____	○○○○○
_____	_____	_____	○○○○○
_____	_____	_____	○○○○○
_____	_____	_____	○○○○○
_____	_____	_____	○○○○○

Experience

Total: _____
 Total Spent: _____
 Spent On: _____

Derangements

Combat

Weapon	Difficulty	Damage	Range	Rate	Conceal	Notes

Special Maneuvers	Roll	Difficulty	Effect	Notes

Brawling Table

Maneuver	Difficulty	Damage
Body-check	7	(Special) Str. +2
Disarm	8	0
Grapple	6	Str.+Spec.
Kick	7	Str. +1
Parry	6	0
Punch	6	Strength
Shield Parry	6	0
Throw	(Var.)	(Weapon)

Armor

Type	Protection	Penalty

RENAISSANCE VAMPIRE

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Misc

Location

Haven
Description



