

Venture 2 Antiribu

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

Attributes

Physical

Strength _____ 00000000
 Dexterity _____ 00000000
 Stamina _____ 00000000

Social

Charisma _____ 00000000
 Manipulation _____ 00000000
 Appearance _____ 00000000

Mental

Perception _____ 00000000
 Intelligence _____ 00000000
 Wits _____ 00000000

Abilities

Talents

Alertness _____ 00000000
 Athletics _____ 00000000
 Awareness _____ 00000000
 Brawl _____ 00000000
 Empathy _____ 00000000
 Expression _____ 00000000
 Intimidation _____ 00000000
 Leadership _____ 00000000
 Streetwise _____ 00000000
 Subterfuge _____ 00000000
 _____ 00000000

Skills

Animal Ken _____ 00000000
 Crafts _____ 00000000
 Drive _____ 00000000
 Etiquette _____ 00000000
 Firearms _____ 00000000
 Larceny _____ 00000000
 Melee _____ 00000000
 Performance _____ 00000000
 Stealth _____ 00000000
 Survival _____ 00000000
 _____ 00000000

Knowledges

Academics _____ 00000000
 Computer _____ 00000000
 Finance _____ 00000000
 Investigation _____ 00000000
 Law _____ 00000000
 Medicine _____ 00000000
 Occult _____ 00000000
 Politics _____ 00000000
 Science _____ 00000000
 Technology _____ 00000000
 _____ 00000000

Advantages

Disciplines

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Backgrounds

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

Virtues

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

Humanity/Path

_____ 000000000000
 Bearing: _____ ()

Willpower

_____ 000000000000
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Blood Pool

□□□□□□□□□□
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Blood Per Turn: _____

Health

Bruised _____ □
 Hurt -1 _____ □
 Injured -1 _____ □
 Wounded -2 _____ □
 Mauled -2 _____ □
 Crippled -5 _____ □
 Incapacitated _____ □

Weakness

Experience

