

Accursed Heirs: Dampirs

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Type:
Age:
Antecedent:

Attributes

Physical	Social	Mental
Strength _____ 0000000000	Charisma _____ 0000000000	Perception _____ 0000000000
Dexterity _____ 0000000000	Manipulation _____ 0000000000	Intelligence _____ 0000000000
Stamina _____ 0000000000	Appearance _____ 0000000000	Wits _____ 0000000000

Abilities

Talents	Skills	Knowledges
Alertness _____ 0000000000	Animal Ken _____ 0000000000	Academics _____ 0000000000
Athletics _____ 0000000000	Crafts _____ 0000000000	Computer _____ 0000000000
Awareness _____ 0000000000	Drive _____ 0000000000	Finance _____ 0000000000
Brawl _____ 0000000000	Etiquette _____ 0000000000	Investigation _____ 0000000000
Empathy _____ 0000000000	Firearms _____ 0000000000	Law _____ 0000000000
Expression _____ 0000000000	Larceny _____ 0000000000	Medicine _____ 0000000000
Intimidation _____ 0000000000	Melee _____ 0000000000	Occult _____ 0000000000
Leadership _____ 0000000000	Performance _____ 0000000000	Politics _____ 0000000000
Streetwise _____ 0000000000	Stealth _____ 0000000000	Science _____ 0000000000
Subterfuge _____ 0000000000	Survival _____ 0000000000	Technology _____ 0000000000
_____ 0000000000	_____ 0000000000	_____ 0000000000

Advantages

Disciplines	Backgrounds	Virtues
_____ 0000000000	_____ 0000000000	Conscience _____ 00000
_____ 0000000000	_____ 0000000000	Self-Control _____ 00000
_____ 0000000000	_____ 0000000000	Courage _____ 00000
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	
_____ 0000000000	_____ 0000000000	

Bloodrights

_____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000

Humanity

O O O O O O O O O O
 Bearing: _____ ()

Willpower

O O O O O O O O O O
 □ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
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Overdosing?

Health

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

Weakness

Experience

Attributes: 6/4/3 • Abilities: 11/7/4 • Disciplines: 1 • Backgrounds: 5 • Virtues: 7 • Bloodrights: 1 • Freebie Points: 18 (10/5/2/1)



Accursed Heirs: Dhampirs

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

Rituals

Bloodrights

Name	Level	
		000
		000
		000
		000
		000
		000
		000
		000
		000

Experience

Derangements

Total: _____	
Total Spent: _____	
Spent On: _____	

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
Rating: _____
Penalty: _____
Description: _____



Accursed Heirs: Dampirs

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other(_____)

Possessions

Gear(Carried)

Vehicles

Equipment(Owned)

Misc

Residence

Location

Description



