

# Accursed Heirs: Dampirs

**Name:**  
**Player:**  
**Chronicle:**

**Nature:**  
**Demeanor:**  
**Concept:**

**Type:**  
**Age:**  
**Antecedent:**

## Attributes

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

## Abilities

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Awareness _____ 00000	Drive _____ 00000	Finance _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Law _____ 00000
Expression _____ 00000	Larceny _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Melee _____ 00000	Occult _____ 00000
Leadership _____ 00000	Performance _____ 00000	Politics _____ 00000
Streetwise _____ 00000	Stealth _____ 00000	Science _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Technology _____ 00000
_____ 00000	_____ 00000	_____ 00000

## Advantages

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

### Bloodrights

\_\_\_\_\_ 000  
 \_\_\_\_\_ 000  
 \_\_\_\_\_ 000  
 \_\_\_\_\_ 000  
 \_\_\_\_\_ 000  
 \_\_\_\_\_ 000

### Humanity

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 Bearing: \_\_\_\_\_ ( )

### Willpower

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### Blood Pool

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Overdosing?

### Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### 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

	OOOOO	OOOOO
	OOOOO	OOOOO
	OOOOO	OOOOO
	OOOOO	OOOOO

## Rituals

## Bloodrights

Name	Level	
		OOO
		OOO
		OOO
		OOO
		OOO
		OOO
		OOO
		OOO
		OOO

## Experience

## Derangements

<b>Total:</b> _____	
<b>Total Spent:</b> _____	
<b>Spent On:</b> _____	

## Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

### Armor

**Class:** \_\_\_\_\_  
**Rating:** \_\_\_\_\_  
**Penalty:** \_\_\_\_\_  
**Description:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



# *Accursed Heirs: Dampirs*

## Expanded Backgrounds

**Allies**

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**Contacts**

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**Fame**

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**Herd**

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**Influence**

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**Mentor**

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**Resources**

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**Retainers**

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**Status**

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**Other(\_\_\_\_\_)**

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## Possessions

**Gear(Carried)**

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**Vehicles**

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**Equipment(Owned)**

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**Misc**

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## Residence

**Location**

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**Description**

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