

Giovanni

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

Attributes

Physical

Social

Mental

Strength _____ 0000000000
 Dexterity _____ 0000000000
 Stamina _____ 0000000000

Charisma _____ 0000000000
 Manipulation _____ 0000000000
 Appearance _____ 0000000000

Perception _____ 0000000000
 Intelligence _____ 0000000000
 Wits _____ 0000000000

Abilities

Talents

Skills

Knowledges

Alertness _____ 0000000000
 Athletics _____ 0000000000
 Awareness _____ 0000000000
 Brawl _____ 0000000000
 Empathy _____ 0000000000
 Expression _____ 0000000000
 Intimidation _____ 0000000000
 Leadership _____ 0000000000
 Streetwise _____ 0000000000
 Subterfuge _____ 0000000000
 _____ 0000000000

Animal Ken _____ 0000000000
 Crafts _____ 0000000000
 Drive _____ 0000000000
 Etiquette _____ 0000000000
 Firearms _____ 0000000000
 Larceny _____ 0000000000
 Melee _____ 0000000000
 Performance _____ 0000000000
 Stealth _____ 0000000000
 Survival _____ 0000000000
 _____ 0000000000

Academics _____ 0000000000
 Computer _____ 0000000000
 Finance _____ 0000000000
 Investigation _____ 0000000000
 Law _____ 0000000000
 Medicine _____ 0000000000
 Occult _____ 0000000000
 Politics _____ 0000000000
 Science _____ 0000000000
 Technology _____ 0000000000
 _____ 0000000000

Advantages

Disciplines

Backgrounds

Virtues

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

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

Humanity/Path

Health

_____ 000000000000
 Bearing: _____ ()

Willpower

_____ 000000000000
 _____ □□□□□□□□□□

Blood Pool

_____ □□□□□□□□□□
 _____ □□□□□□□□□□
 _____ □□□□□□□□□□
 _____ □□□□□□□□□□

Blood Per Turn: _____

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

Weakness

Experience

Giovanni

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other()

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Blood Bonds

Bound To

Rating

Bound To

Rating

Havens

Location

Description
