

NOSFERATU

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Title:

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/Conviction_____000000
_____0000000000	_____0000000000	Self-Control/Instinct_____000000
_____0000000000	_____0000000000	Courage_____000000
_____0000000000	_____0000000000	
_____0000000000	_____0000000000	
_____0000000000	_____0000000000	

Humanity/Path

000000000000
Bearing:_____ ()

Willpower

000000000000
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
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Blood Per Turn:_____

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

NOSFERATU

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Other Traits

	OOOOOOOOO		OOOOOOOOO		OOOOOOOOO
	OOOOOOOOO		OOOOOOOOO		OOOOOOOOO
	OOOOOOOOO		OOOOOOOOO		OOOOOOOOO
	OOOOOOOOO		OOOOOOOOO		OOOOOOOOO

Rituals

Paths

Name	Level	
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO
		OOOOO

Experience

Derangements

Total: _____

Total Spent: _____

Spent On: _____

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

NOSFERATU

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

_____	_____
_____	_____
_____	_____

_____	_____
_____	_____
_____	_____

