

# Malkavian Antitribu

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Title:

## Attributes

### Physical

Strength \_\_\_\_\_ 00000  
 Dexterity \_\_\_\_\_ 00000  
 Stamina \_\_\_\_\_ 00000

### Social

Charisma \_\_\_\_\_ 00000  
 Manipulation \_\_\_\_\_ 00000  
 Appearance \_\_\_\_\_ 00000

### Mental

Perception \_\_\_\_\_ 00000  
 Intelligence \_\_\_\_\_ 00000  
 Wits \_\_\_\_\_ 00000

## Abilities

### Talents

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Awareness \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Skills

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Knowledges

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## Advantages

### Disciplines

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Backgrounds

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### Virtues

Conscience/Conviction \_\_\_\_\_ 00000  
 Self-Control/Instinct \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

## Humanity/Path

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

000000000000  
 Bearing: \_\_\_\_\_ ( )

## Willpower

000000000000  
 □□□□□□□□□□

## Blood Pool

□□□□□□□□□□  
 □□□□□□□□□□

Blood Per Turn: \_\_\_\_\_

## Health

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

## Weakness

## Experience

# Malkavian Antitribu

## Merits & Flaws

| Merit | Type | Cost | Flaw | Type | Bonus |
|-------|------|------|------|------|-------|
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |
|       |      |      |      |      |       |

## Other Traits

|  |       |  |       |  |       |
|--|-------|--|-------|--|-------|
|  | 00000 |  | 00000 |  | 00000 |
|  | 00000 |  | 00000 |  | 00000 |
|  | 00000 |  | 00000 |  | 00000 |
|  | 00000 |  | 00000 |  | 00000 |

## Rituals

## Paths

| Name | Level |  |       |
|------|-------|--|-------|
|      |       |  | 00000 |
|      |       |  | 00000 |
|      |       |  | 00000 |
|      |       |  | 00000 |
|      |       |  | 00000 |
|      |       |  | 00000 |
|      |       |  | 00000 |
|      |       |  | 00000 |
|      |       |  | 00000 |
|      |       |  | 00000 |

## 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:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Malkavian Antitribu

## Expanded Backgrounds

**Allies**

**Mentor**

**Contacts**

**Resources**

**Fame**

**Retainers**

**Herd**

**Status**

**Influence**

**Other( )**

## Possessions

**Gear(Carried)**

**Equipment(Owned)**

**Feeding Grounds**

**Vehicles**

## Vinculi

**Pack Member**

**Rating**

**Pack Member**

**Rating**

**Location**

## Havens

**Description**

# Malkavian Antitribu

## History

Prelude

## Goals

## Description

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

R.I.P: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

## Visuals

Pack Chart

Character Sketch