

DRAKPIR

Name:

Ambition:

Clan:

Concept:

Desire:

Creed:

Chronicle:

Predator Type:

Drive:

ATTRIBUTES

PHYSICAL

Strength 00000
Dexterity 00000
Stamina 00000

SOCIAL

Charisma 00000
Manipulation 00000
Composure 00000

MENTAL

Intelligence 00000
Wits 00000
Resolve 00000

SKILLS

Athletics 00000	Animal Ken 00000	Academics 00000
Brawl 00000	Etiquette 00000	Awareness 00000
Craft 00000	Insight 00000	Finance 00000
Drive 00000	Intimidation 00000	Investigation 00000
Firearms 00000	Leadership 00000	Medicine 00000
Larceny 00000	Performance 00000	Occult 00000
Melee 00000	Persuasion 00000	Politics 00000
Stealth 00000	Streetwise 00000	Science 00000
Survival 00000	Subterfuge 00000	Technology 00000

TOUCHSTONES & CONVICTIONS

CLAN COMPULSION

REDEMPTION

DISCIPLINES

EDGES & PERKS

_____000	_____
1 _____	_____
2 _____	_____
3 _____	_____
_____000	_____
1 _____	_____
2 _____	_____
3 _____	_____
_____000	_____
1 _____	_____
2 _____	_____
3 _____	_____

HEALTH

□□□□□ □□□□□ □□□□□

WILLPOWER

□□□□□ □□□□□ □□□□□

DESPERATION

□□□□□

DANGER

□□□□□

DESPAIR

□

HUNGER

□

BLOODRIGHT

00000

Blood Surge:

Mend Amount:

Power Bonus:

Rouse Re-Roll:

RESONANCE

HUNTING

DRAPIR

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

WEAPONS

VEHICLES

Name

Damage

Name	Damage
<hr/>	<hr/>
<hr/>	<hr/>
<hr/>	<hr/>
<hr/>	<hr/>
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SPECIAL ITEMS

Item Name

Edge

Details

Item Name	Edge	Details
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SAFE HOUSE

No Safe House?
Safe House Merits

Safe House Rating: 00000

Safe House Name: _____

Safe House Flaws

<hr/>	00000
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Location/Description:



DRAMPIR

HISTORY

DESCRIPTION

Age:	<hr/>	<hr/>
Apparent Age:	<hr/>	<hr/>
Date of Birth:	<hr/>	<hr/>
Nationality:	<hr/>	<hr/>
Race:	<hr/>	<hr/>
Hair:	<hr/>	<hr/>
Eyes:	<hr/>	<hr/>
Height:	<hr/>	<hr/>
Weight:	<hr/>	<hr/>
Gender:	<hr/>	<hr/>

VISUALS

RELATIONSHIP MAP

CHARACTER SKETCH

