

GIOVANNI

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Title:
Sire:

ATTRIBUTES

Physical

Strength _____ 00000000
Dexterity _____ 00000000
Stamina _____ 00000000

Social

Charisma _____ 00000000
Manipulation _____ 00000000
Appearance _____ 00000000

Mental

Perception _____ 00000000
Intelligence _____ 00000000
Wits _____ 00000000

ABILITIES

Talents

Alertness _____ 00000000
Athletics _____ 00000000
Awareness _____ 00000000
Brawl _____ 00000000
Empathy _____ 00000000
Expression _____ 00000000
Intimidation _____ 00000000
Leadership _____ 00000000
Streetwise _____ 00000000
Subterfuge _____ 00000000
_____ 00000000

Skills

Animal Ken _____ 00000000
Crafts _____ 00000000
Etiquette _____ 00000000
Firearms _____ 00000000
Larceny _____ 00000000
Melee _____ 00000000
Performance _____ 00000000
Ride _____ 00000000
Stealth _____ 00000000
Survival _____ 00000000
_____ 00000000

Knowledges

Academics _____ 00000000
Enigmas _____ 00000000
Finance _____ 00000000
Investigation _____ 00000000
Law _____ 00000000
Medicine _____ 00000000
Occult _____ 00000000
Politics _____ 00000000
Science _____ 00000000
Technology _____ 00000000
_____ 00000000

ADVANTAGES

Disciplines

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

Backgrounds

_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000
_____ 00000000

Virtues

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

Humanity/Path

000000000000
Bearing: _____ ()

Willpower

000000000000
□□□□□□□□□□

Blood Pool

□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

Points Per Turn: _____

Health

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

Weakness

Experience



GIOVANNI

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus

OTHER TRAITS

_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000

RITUALS

PATHS

Name	Level	
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000
_____	_____	00000

Experience

Derangements

Total: _____
 Total Spent: _____
 Spent On: _____

Languages

COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____



GIOVANNI

EXPANDED BACKGROUNDS

Allies

Contacts

Fame

Herd

Influence

Mentor

Resources

Retainers

Status

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

BLOOD BONDS/VINICULI

Bound To

Rating

Bound To

Rating

HAVENS

Location

Description



GIOVANNI

HISTORY

Prelude

Goals

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.D.: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

Coterie Chart

Character Sketch

