

DRAMPYR

CHILDREN OF THE UNDEAD



NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

KINDRED PARENT:
APPARENT AGE:
GHOULED?:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	00000	Charisma	00000	Perception	00000
Dexterity	00000	Manipulation	00000	Intelligence	00000
Stamina	00000	Appearance	00000	Wits	00000

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Alertness	00000	Animal Ken	00000	Academics	00000
Athletics	00000	Crafts	00000	Computer	00000
Brawl	00000	Drive	00000	Finance	00000
Dodge	00000	Etiquette	00000	Investigation	00000
Empathy	00000	Firearms	00000	Law	00000
Expression	00000	Melee	00000	Linguistics	00000
Intimidation	00000	Performance	00000	Medicine	00000
Leadership	00000	Security	00000	Occult	00000
Streetwise	00000	Stealth	00000	Politics	00000
Subterfuge	00000	Survival	00000	Science	00000

ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
Current Level Max	□□□□□		00000	Conscience	00000
Potence	00000		00000	Self-Control	00000
	00000		00000	Courage	00000
	00000		00000		
	00000		00000		
	00000		00000		

OTHER TRAITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

HUMANITY

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

BLOODPOOL

□ □ □ □ □ □ □ □ □ □
 POINTS PER TURN: _____

HEALTH

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

EXPERIENCE

DRAMPİR

CHILDREN OF THE UNDEAD



MERITS & FLAWS

MERIT	Type	COST	FLAW	Type	BONUS

LINEAGE

KINDRED PARENT

NAME: _____ AGE: _____
 CLAN: _____ GENERATION: _____
 DESCRIPTION/HISTORY:

MORTAL PARENT

NAME: _____ AGE: _____
 SEX: _____ AGE: _____
 DESCRIPTION/HISTORY:

EXPERIENCE

TOTAL: _____
 TOTAL SPENT: _____
 SPENT ON:

DERANGEMENTS

LANGUAGES

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION:

DRAMPYR

CHILDREN OF THE UNDEAD



EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

BLOODBONDS/VINCULI

BOUND TO

RATING

BOUND TO

RATING

HAVENS

LOCATION

DESCRIPTION
