

# The Red Sign

## REDEEMED

NAME:

NATURE:

FORMER CLAN:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

HAVEN:

### ATTRIBUTES

#### PHYSICAL

#### SOCIAL

#### MENTAL

Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

### 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

_____ 00000	_____ 00000	Conscience/Conviction_ ●00000
_____ 00000	_____ 00000	Self-Control/Instinct_ ●00000
_____ 00000	_____ 00000	Courage _____ ●00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

#### OTHER TRAITS

#### HUMANITY/PATH

#### HEALTH

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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0 0 0 0 0 0 0 0 0 0

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"/>

#### WILLPOWER

0 0 0 0 0 0 0 0 0 0

#### WEAKNESS?

#### BLOODPOOL

#### EXPERIENCE

POINTS PER TURN: \_\_\_\_\_

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### MERITS & FLAWS

MERIT	Type	COST	FLAW	Type	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

### OTHER TRAITS

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

### RITUALS

NAME	LEVEL
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### PATHS

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

### EXPERIENCE

TOTAL: \_\_\_\_\_  
 TOTAL SPENT: \_\_\_\_\_  
 SPENT ON: \_\_\_\_\_

### DERANGEMENTS

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

### LANGUAGES

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

### COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

### ARMOR

CLASS: \_\_\_\_\_  
 RATING: \_\_\_\_\_  
 PENALTY: \_\_\_\_\_  
 DESCRIPTION: \_\_\_\_\_

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

# The Red Sign

## REDEEMED

### EXPANDED BACKGROUNDS

ALLIES

MENTOR

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CONTACTS

RESOURCES

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FAME

RETAINERS

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HERD

STATUS

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INFLUENCE

OTHER(\_\_\_\_\_)

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### POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

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FEEDING GROUNDS

VEHICLES

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### BLOODBONDS/VINCULI

BOUND TO

RATING

BOUND TO

RATING

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### HAVENS

LOCATION

DESCRIPTION

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