

The Red Sign

REDEEMED

NAME:

NATURE:

FORMER CLAN:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

HAVEN:

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	
_____	00000	_____	00000	Conscience/Conviction	_____00000
_____	00000	_____	00000	Self-Control/Instinct	_____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
_____	00000
_____	00000
_____	00000

HUMANITY/PATH

0000000000

WILLPOWER

0000000000

BLOODPOOL

POINTS PER TURN: _____

HEALTH

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"/>

WEAKNESS?

EXPERIENCE

The Red Sign

REDEEMED

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

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

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

