

REVENANT

NAME:

NATURE:

DOMITOR:

PLAYER:

DEMEANOR:

DUTIES:

CHRONICLE:

CONCEPT:

FAMILY:

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
_____	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
_____	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

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

OVERDOSING?

HEALTH

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

BLOOD BOND

EXPERIENCE

REVENANT

MERITS & FLAWS

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

DOMITOR

NAME: _____ CLAN: _____ GENERATION: _____ AGE: _____
 DESCRIPTION: _____

THOUGHTS TOWARD DOMITOR: _____

REVENANT FAMILY

FAMILY NAME: _____ CLAN FAMILY SERVES: _____
 FAMILY INFORMATION: _____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

CLASS: _____
 RATING: _____
 PENALTY: _____
 DESCRIPTION: _____

REVENANT

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

INFLUENCE

STATUS

OTHER(_____)

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC.

EXPERIENCE

DERANGEMENTS

TOTAL: _____
TOTAL SPENT: _____
SPENT ON: _____

LANGUAGES

RESIDENCE

LOCATION

DESCRIPTION

