

# 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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	_____	00000	Conscience _____	00000
_____	00000	_____	00000	Self-Control _____	00000
_____	00000	_____	00000	Courage _____	00000
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		

### OTHER TRAITS

### HUMANITY

### HEALTH

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

0 0 0 0 0 0 0 0 0 0 0 0

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

### WILLPOWER

0 0 0 0 0 0 0 0 0 0 0 0

### BLOOD BOND

### BLOODPOOL

### EXPERIENCE

OVERDOSING?

# 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

