



Giovanni



Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Family:
Title:

ATTRIBUTES

Physical

Social

Mental

Strength _____00000000
Dexterity _____00000000
Stamina _____00000000

Charisma _____00000000
Manipulation _____00000000
Appearance _____00000000

Perception _____00000000
Intelligence _____00000000
Wits _____00000000

ABILITIES

Talents

Skills

Knowledges

Alertness _____00000000
Athletics _____00000000
Brawl _____00000000
Dodge _____00000000
Empathy _____00000000
Expression _____00000000
Intimidation _____00000000
Leadership _____00000000
Streetwise _____00000000
Subterfuge _____00000000

Animal Ken _____00000000
Crafts _____00000000
Etiquette _____00000000
Firearms _____00000000
Melee _____00000000
Performance _____00000000
Ride _____00000000
Security _____00000000
Stealth _____00000000
Survival _____00000000

Academics _____00000000
Enigmas _____00000000
Finance _____00000000
Investigation _____00000000
Law _____00000000
Linguistics _____00000000
Medicine _____00000000
Occult _____00000000
Politics _____00000000
Science _____00000000

ADVANTAGES

Disciplines

Backgrounds

Virtues

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

Conscience/Conviction _____00000
Self-Control/Instinct _____00000
Courage _____00000

Merits & Flaws

Humanity/Path

Health

Merit _____ Cost _____

_____0000000000

Willpower

_____0000000000
□□□□□□□□□□

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

Flaw _____ Cost _____

Bloodpool

_____□□□□□□□□□□
_____□□□□□□□□□□
_____□□□□□□□□□□
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Weakness

Kiss Causes Pain Instead Of Pleasure:
Bite Inflicts Double Damage

Experience

POINTS PER TURN: _____

