

NOSFERATU

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

TYPE:

CHRONICLE:

CONCEPT:

TITLE:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	_____00000000	Charisma	_____00000000	Perception	_____00000000
Dexterity	_____00000000	Manipulation	_____00000000	Intelligence	_____00000000
Stamina	_____00000000	Appearance	_____00000000	Wits	_____00000000

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Alertness	_____00000000	Animal Ken	_____00000000	Academics	_____00000000
Athletics	_____00000000	Crafts	_____00000000	Computer	_____00000000
Brawl	_____00000000	Drive	_____00000000	Finance	_____00000000
Dodge	_____00000000	Etiquette	_____00000000	Investigation	_____00000000
Empathy	_____00000000	Firearms	_____00000000	Law	_____00000000
Expression	_____00000000	Melee	_____00000000	Linguistics	_____00000000
Intimidation	_____00000000	Performance	_____00000000	Medicine	_____00000000
Leadership	_____00000000	Security	_____00000000	Occult	_____00000000
Streetwise	_____00000000	Stealth	_____00000000	Politics	_____00000000
Subterfuge	_____00000000	Survival	_____00000000	Science	_____00000000

ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
_____	_____00000000	_____	_____00000000	Conscience/Conviction	_____000000
_____	_____00000000	_____	_____00000000	Self-Control/Instinct	_____000000
_____	_____00000000	_____	_____00000000	Courage	_____000000
_____	_____00000000	_____	_____00000000		
_____	_____00000000	_____	_____00000000		
_____	_____00000000	_____	_____00000000		

OTHER TRAITS

_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000
_____	_____00000000

HUMANITY/PATH

_____0000000000

WILLPOWER

_____0000000000

BLOODPOOL

_____0000000000

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

Appearance:0,
 Cannot Be Raised With Experience

EXPERIENCE



NOSFERATU

OTHER TRAITS

_____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000
 _____ 00000000

PATHS

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

RITUALS

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

LANGUAGES

DERANGEMENTS

MERITS & FLAWS

MERIT	COST	FLAW	COST
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

HISTORY

GOALS

DESCRIPTION

AGE: _____	HAIR: _____
APPARENT AGE: _____	EYES: _____
R.I.P: _____	HEIGHT: _____
SEX: _____	WEIGHT: _____
RACE: _____	NATIONALITY: _____

ALLIES & CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

GEAR & EQUIPMENT

