



Giovanni

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

FAMILY:

CHRONICLE:

CONCEPT:

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
 Drive _____ 00000000
 Etiquette _____ 00000000
 Firearms _____ 00000000
 Melee _____ 00000000
 Performance _____ 00000000
 Security _____ 00000000
 Stealth _____ 00000000
 Survival _____ 00000000

Academics _____ 00000000
 Computer _____ 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_ 000000
 Self-Control/Instinct__ 000000
 Courage _____ 000000

OTHER TRAITS

HUMANITY/PATH

HEALTH

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

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

BLOODPOOL

□ □ □ □ □ □ □ □ □ □
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POINTS PER TURN: _____

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

WEAKNESS

Kiss Causes Pain Instead Of Pleasure:
Bite Inflicts Double Damage

EXPERIENCE



Giovanni

MERITS & FLAWS

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

OTHER TRAITS

_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000
_____00000000	_____00000000	_____00000000

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: _____



Giovanni

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

BLOODBONDS

BOUND TO

RATING

BOUND TO

RATING

HAVENS

LOCATION

DESCRIPTION



Giovanni

HISTORY

PRELUDE

GOALS

DESCRIPTION

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

VISUALS

COTERIE CHART

CHARACTER SKETCH

