

NOSFERATU ANTITRIBU

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

TYPE:

CHRONICLE:

CONCEPT:

TITLE:

ATTRIBUTES

PHYSICAL

Strength_____00000000
Dexterity_____00000000
Stamina_____00000000

SOCIAL

Charisma_____00000000
Manipulation_____00000000
Appearance_____00000000

MENTAL

Perception_____00000000
Intelligence_____00000000
Wits_____00000000

ABILITIES

TALENTS

Alertness_____00000000
Athletics_____00000000
Brawl_____00000000
Dodge_____00000000
Empathy_____00000000
Expression_____00000000
Intimidation_____00000000
Leadership_____00000000
Streetwise_____00000000
Subterfuge_____00000000

SKILLS

Animal Ken_____00000000
Crafts_____00000000
Drive_____00000000
Etiquette_____00000000
Firearms_____00000000
Melee_____00000000
Performance_____00000000
Security_____00000000
Stealth_____00000000
Survival_____00000000

KNOWLEDGES

Academics_____00000000
Computer_____00000000
Finance_____00000000
Investigation_____00000000
Law_____00000000
Linguistics_____00000000
Medicine_____00000000
Occult_____00000000
Politics_____00000000
Science_____00000000

ADVANTAGES

DISCIPLINES

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

BACKGROUNDS

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

VIRTUES

Conscience/Conviction_000000
Self-Control/Instinct__000000
Courage_____000000

OTHER TRAITS

_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000
_____00000000

HUMANITY/PATH

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: _____

HEALTH

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

WEAKNESS

Appearance:0,
Cannot Be Raised With Experience

EXPERIENCE



■ MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
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RITUALS

NAME _____

LEVEL

PATHS

AUCTORITAS RITAE

RITAE

IGNOBLIS RITAE

VINCULI

PACK MEMBER

RATING

PACK MEMBER

RATING

COMBAT

ARMOR

CLASS: _____

RATING: _____

PENALTY: _____

DESCRIPTION:



NOSFERATU ANTITRIBU

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

SABBAT STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

FEEDING GROUNDS

VEHICLES

EXPERIENCE

DERANGEMENTS

TOTAL: _____

TOTAL SPENT: _____

SPENT ON: _____

LANGUAGES

HAVENS

LOCATION

DESCRIPTION



NOSFERATU ANTITRIBU

HISTORY

PRELUDE

GOALS

DESCRIPTION

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

VISUALS

PACK CHART

CHARACTER SKETCH

