

Ventreue Antitribu

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

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

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

Feeding Restriction

EXPERIENCE

Ventreue 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

