

# NOSFERATU

**Name:**  
**Player:**  
**Chronicle:**

**Nature:**  
**Demeanor:**  
**Concept:**

**Generation:**  
**Sire:**  
**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

Acting \_\_\_\_\_ 00000000  
Alertness \_\_\_\_\_ 00000000  
Athletics \_\_\_\_\_ 00000000  
Brawl \_\_\_\_\_ 00000000  
Dodge \_\_\_\_\_ 00000000  
Empathy \_\_\_\_\_ 00000000  
Intimidation \_\_\_\_\_ 00000000  
Leadership \_\_\_\_\_ 00000000  
Streetwise \_\_\_\_\_ 00000000  
Subterfuge \_\_\_\_\_ 00000000

### Skills

Animal Ken \_\_\_\_\_ 00000000  
Drive \_\_\_\_\_ 00000000  
Etiquette \_\_\_\_\_ 00000000  
Firearms \_\_\_\_\_ 00000000  
Melee \_\_\_\_\_ 00000000  
Music \_\_\_\_\_ 00000000  
Repair \_\_\_\_\_ 00000000  
Security \_\_\_\_\_ 00000000  
Stealth \_\_\_\_\_ 00000000  
Survival \_\_\_\_\_ 00000000

### Knowledges

Bureaucracy \_\_\_\_\_ 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

### Backgrounds

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### Virtues

Conscience \_\_\_\_\_ 00000  
Self-Control \_\_\_\_\_ 00000  
Courage \_\_\_\_\_ 00000

### Other Traits

\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000  
\_\_\_\_\_ 00000000

### Humanity

0 0 0 0 0 0 0 0 0 0

### Willpower

0 0 0 0 0 0 0 0 0 0  
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### Health

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

### Combat

| Weapon | Difficulty | Damage |
|--------|------------|--------|
|        |            |        |
|        |            |        |
|        |            |        |

### Blood Pool

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### Experience