

VENTRUE

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Title:
Haven:

Attributes

Physical

Strength_____00000
Dexterity_____00000
Stamina_____00000

Social

Charisma_____00000
Manipulation_____00000
Appearance_____00000

Mental

Perception_____00000
Intelligence_____00000
Wits_____00000

Abilities

Talents

Acting_____00000
Alertness_____00000
Athletics_____00000
Brawl_____00000
Dodge_____00000
Empathy_____00000
Intimidation_____00000
Leadership_____00000
Streetwise_____00000
Subterfuge_____00000

Skills

Animal Ken_____00000
Drive_____00000
Etiquette_____00000
Firearms_____00000
Melee_____00000
Music_____00000
Repair_____00000
Security_____00000
Stealth_____00000
Survival_____00000

Knowledges

Bureaucracy_____00000
Computer_____00000
Finance_____00000
Investigation_____00000
Law_____00000
Linguistics_____00000
Medicine_____00000
Occult_____00000
Politics_____00000
Science_____00000

Advantages

Disciplines

_____00000
_____00000
_____00000
_____00000
_____00000

Backgrounds

_____00000
_____00000
_____00000
_____00000
_____00000

Virtues

Conscience_____00000
Self-Control_____00000
Courage_____00000

Other Traits

_____00000
_____00000
_____00000
_____00000
_____00000

Humanity

0 0 0 0 0 0 0 0 0 0

Health

Bruised
Hurt - 1
Injured - 2
Wounded - 3
Mauled - 4
Crippled - 5
Incapacitated

Combat

Weapon	Difficulty	Damage

Willpower

0 0 0 0 0 0 0 0 0 0

Blood Pool

0 0 0 0 0 0 0 0 0 0

Experience