

BADDACELLI

Name: _____

Player: _____

Chronicle: _____

Virtue: _____

Vice: _____

Concept: _____

Covenant: _____

Title: _____

Sex: _____

Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

Skills

Mental

(+3 Unskilled)

Academics	00000
Crafts	00000
Computer	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

Physical

(-1 Unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	00000
Stealth	00000
Survival	00000
Weaponry	00000

Social

(-1 Unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

Disciplines

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Merits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Flaws

Weakness

For Presence or Manipulation in social setting, 10-again does not apply & 1's subtract successes.

Baddacelli are blind, and thus fail all actions requiring vision.

Other Traits

Health

000000000000

Willpower

0000000000

Blood Potency

0000000000

Vitae

Vitae Per Turn: _____

Humanity

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

Size: _____
 Speed: _____
 Defense: _____
 Armor: _____
 Initiative Mod: _____
 Experience: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

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Other Traits

_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000
_____ 00000	_____ 00000	_____ 00000

Devotions

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____
_____ 00000	_____ 00000
_____ 00000	_____ 00000

Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____
_____ 00000	_____ 00000
_____ 00000	_____ 00000

Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

Name: _____ Cost: _____	Name: _____ Cost: _____
Disciplines: _____	Disciplines: _____
_____ 00000	_____ 00000
_____ 00000	_____ 00000

Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

Rituals

<i>Name</i>	<i>Level</i>	<i>Name</i>	<i>Level</i>
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

Experience Chart:

Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Clan/Bloodline Discipline: New dots x5 • Theban Sorcery or Crúac Ritual: Ritual level x2
 Other Discipline/Coils of the Dragon: New dots x7 • Merit: New dots x2 • Blood Potency: New dots x8 • Humanity: New dots x3 • Willpower: 8 xp

BADDACELLI

Expanded Merits

Allies

Resources

Contacts

Retainers

Herd

Status

Mentor

Other (_____)

Possessions

Gear (Carried)

Equipment (Owned)

Vehicles

Misc.

Vinculum

Bound To

Stage

Bound To

Stage

Location

*Haven
Description*

