

# QEDESHIAH

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 |

## Other Traits

### Disciplines

|       |       |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

### Merits

|       |       |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

### Flaws

|       |
|-------|
| _____ |
| _____ |
| _____ |

### Weakness

Take an additional point of Aggravated Damage from Fire & Sunlight.  
Bite causes extreme pain.  
Can only embrace women.

### Health

000000000000  
□□□□□□□□□□

### Willpower

0000000000  
□□□□□□□□□□

### Blood Potency

0000000000

### Vitae

□□□□□□□□□□  
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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

| Name  | Level | Name  | Level |
|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

## 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



# QEDESTIAH

## Expanded Merits

*Allies*

*Resources*

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*Contacts*

*Retainers*

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*Herd*

*Status*

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*Mentor*

*Other (\_\_\_\_\_)*

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## Possessions

*Gear (Carried)*

*Equipment (Owned)*

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*Vehicles*

*Misc.*

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## Vinculum

*Bound To*

*Stage*

*Bound To*

*Stage*

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## Hasen

*Location*

*Description*

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