

SANGIOVANNI

Name: _____

Player: _____

Chronicle: _____

Virtue: _____

Vice: _____

Concept: _____

Covenant: _____

Title: _____

Site: _____

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

Take an additional point of Aggravated Damage from Fire & Sunlight.
Sangiovanni carry the touch of the grave; Dice pools for social interactions are capped at two lower than humanity. They may also develop a type of Obsessive Compulsive behavior towards corpses.

Other Traits

Health

00000000000000
□□□□□□□□□□□□

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

SANGIOVANNI

Other Traits

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

Devotions

Name: _____	Name: _____
Disciplines: _____	Disciplines: _____
_____	_____
00000	00000
_____	_____
00000	00000
Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

Name: _____	Name: _____
Disciplines: _____	Disciplines: _____
_____	_____
00000	00000
_____	_____
00000	00000
Dice Pool: _____	Dice Pool: _____
Book: _____ Page# _____	Book: _____ Page# _____

Name: _____	Name: _____
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

SANGIOVANNI

Expanded Merits

Allies

Resources

Contacts

Retainers

Herd

Status

Mentor

Other (_____)

Possessions

Gear (Carried)

Equipment (Owned)

Vehicles

Misc.

Vinculum

Bound To

Stage

Bound To

Stage

Haven

Location

Description

