

Name:  
Player:  
Chronicle:  
Era:

Mask:  
Dirge:  
Concept:

Clan:  
Bloodline:  
Covenant:  
Religion:

## 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
Enigmas	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

### PHYSICAL

(-1 unskilled)

Archery	00000
Athletics	00000
Brawl	00000
Larceny	00000
Ride	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

### ASPIRATIONS

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### BANES

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_____

### HEALTH

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### WILLPOWER

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### BLOOD POTENCY

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### VITAE

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### 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: \_\_\_\_\_  
 Beats: □ □ □ □ □  
 Experiences: \_\_\_\_\_

Aspirations 3 • Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan • Covenant • Blood Potency 1 • Disciplines 3 (Two dots must be in clan)  
 Merits 10 • Health = Stamina + Size + Resilience • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred  
 Defense = Lowest of Dexterity or Wits + Athletics + Celerity • Initiative Mod = Dexterity + Composure • Speed = Size + Strength + Dexterity  
 Starting Humanity = 7 • Vitae = d10 roll

## OTHER TRAITS

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

## DEVOTIONS

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

Name: \_\_\_\_\_ Cost: \_\_\_\_\_  
Disciplines: \_\_\_\_\_

Dice Pool: \_\_\_\_\_  
Book: \_\_\_\_\_ Page# \_\_\_\_\_

## RITES / MIRACLES

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

Armor

Rating: \_\_\_\_\_  
Strength: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Description: \_\_\_\_\_

### EXPANDED MERITS

ALLIES

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RESOURCES

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CONTACTS

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RETAINER

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HERD

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STATUS

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MENTOR

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OTHER(\_\_\_\_\_)

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### POSSESSIONS

GEAR(CARRIED)

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EQUIPMENT(OWNED)

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VEHICLES

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MISC

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### VINCULUM

Bound To

Stage

Bound To

Stage

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### HAVEN

LOCATION

DESCRIPTION

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## HISTORY

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## GOALS

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## DESCRIPTION

Age: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_  
Date of Birth: \_\_\_\_\_  
R.I.P.: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_

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## VISUALS

COTERIE CHART

CHARACTER SKETCH

