

Name:

Mask:

Clan:

Player:

Dirge:

Bloodline:

Chronicle:

Concept:

Covenant:

Era:

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
 Firearms _____ 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

BANES

HEALTH

0000000000000000
 □□□□□□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

BLOOD POTENCY

0000000000

VITAE

□□□□□□□□□□
 □□□□□□□□□□

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

_____ 00000	_____ 00000	_____ 00000
_____ 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

RESOURCES

CONTACTS

RETAINER

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC

VINCULUM

Bound To

Stage

Bound To

Stage

HAVEN

LOCATION

DESCRIPTION

HISTORY

GOALS

DESCRIPTION

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

VISUALS

COTERIE CHART

CHARACTER SKETCH

