

THE COMMONWEALTH

NAME:
 PLAYER:
 CHRONICLE:

VIRTUE:
 VICE:
 CONCEPT:

CLAN:
 BLOODLINE:
 TITLE:

ATTRIBUTES

power
 finesse
 resistance

INTELLIGENCE 00000
 WITS 00000
 RESOLVE 00000

STRENGTH 00000
 DEXTERITY 00000
 STAMINA 00000

PRESENCE 00000
 MANIPULATION 00000
 COMPOSURE 00000

SKILLS

MENTAL

(-3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 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

BONUS

WEAKNESS

HEALTH

000000000000
 □□□□□□□□□□

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: _____
 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 humansized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Humanity = 7 • Vitae = d10 roll

THE COMMONWEALTH

OTHER TRAITS

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

DEVOTIONS

| | | | |
|--------------------|-------------|--------------------|-------------|
| Name: _____ | Cost: _____ | Name: _____ | Cost: _____ |
| Disciplines: _____ | | Disciplines: _____ | |
| Dice Pool: _____ | | Dice Pool: _____ | |
| Book: _____ | Page# _____ | Book: _____ | Page# _____ |
| Name: _____ | Cost: _____ | Name: _____ | Cost: _____ |
| Disciplines: _____ | | Disciplines: _____ | |
| Dice Pool: _____ | | Dice Pool: _____ | |
| Book: _____ | Page# _____ | Book: _____ | Page# _____ |
| Name: _____ | Cost: _____ | Name: _____ | Cost: _____ |
| Disciplines: _____ | | Disciplines: _____ | |
| 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: _____

THE COMMONWEALTH

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



THE COMMONWEALTH

HISTORY

GOALS

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

R.I.P: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

VISUALS

COTERIE CHART

CHARACTER SKETCH

