

# NOSFERATU

Name: \_\_\_\_\_ Mask: \_\_\_\_\_ Bloodline: \_\_\_\_\_  
 Player: \_\_\_\_\_ Dirge: \_\_\_\_\_ Covenant: \_\_\_\_\_  
 Chronicle: \_\_\_\_\_ Concept: \_\_\_\_\_ Title: \_\_\_\_\_

## 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 |
| 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 |

### 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

