

VENTRUE

LORDS OVER THE DAMNED

NAME:
 PLAYER:
 CHRONICLE:

VIRTUE:
 VICE:
 CONCEPT:

BLOODLINE:
 COVENANT:
 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

FLAWS

WEAKNESS

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

INFLUENCE

000000000000
□□□□□□□□□□

BLOOD POTENCY

000000000000

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: _____
 Integrity: _____
 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



VENTRUE

LORDS OVER THE DAMNED

AGENT

Name: _____
 Virtue: _____
 Vice: _____



ATTRIBUTES

Intelligence _____ 00000
 Wits _____ 00000
 Resolve _____ 00000
 Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000
 Presence _____ 00000
 Manipulation _____ 00000
 Composure _____ 00000

SKILLS

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

DISCIPLINES

_____ 00000
 _____ 00000

HEALTH

00000000000000
 □□□□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

VITAE

□□□□□□□□□□

HUMANITY

0000000000

Size: _____
 Speed: _____
 Defense: _____
 Armor: _____
 Integrity: _____
 Initiative Mod: _____

ASSETS

Skill	Asset	Rating	Protection	Loyalty
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
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_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	00000	<input type="checkbox"/>	<input type="checkbox"/>

COMBAT

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

RITUALS DEVOTIONS

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



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

