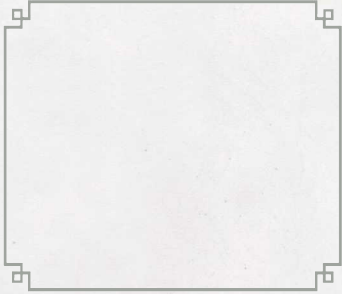


Venture

Character:
Player:
Archetype:
Title:
Setting/Sect:



Character Portrait

ATTRIBUTES

(Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.)

Physical

Bonus Attributes

Strength Dexterity Stamina

Social

Bonus Attributes

Charisma Manipulation Appearance

Mental

Bonus Attributes

Perception Intelligence Wits

SKILLS

(Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Choose four, and assign 1 dot each.)

Academics _____ 00000
Animal Ken _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Computer _____ 00000
Crafts _____ 00000
Crafts _____ 00000
Dodge _____ 00000
Drive _____ 00000

Empathy _____ 00000
Firearms _____ 00000
Intimidation _____ 00000
Investigation _____ 00000
Leadership _____ 00000
Linguistics _____ 00000
Lore _____ 00000
Medicine _____ 00000
Melee _____ 00000
Occult _____ 00000

Performance _____ 00000
Performance _____ 00000
Science _____ 00000
Science _____ 00000
Security _____ 00000
Stealth _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000
Survival _____ 00000
_____ 00000

Backgrounds

(Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.)

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

Disciplines

(Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.)

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

Merits & Flaws

(Buy up to 7 points of merits and 7 points from flaws.)

Blood

(Generation determines maximum blood, and limits blood spent per turn.)

• 10/1, •• 12/2, ••• 15/3, •••• 20/4, ••••• 30/5

Willpower

(Characters begin play with 6 Willpower.)

1 2 3 4 5 6 7

Morality

(Characters begin on Humanity, with a Morality of 5.)

1 2 3 4 5 6

Health Levels

(Incapacitated characters lose their simple action.)

Healthy
Injured
Incapacitated

Status

Common Test Pools

Initiative: _____

_____ ○
_____ ○
_____ ○
_____ ○
_____ ○

(Initiative is your higher attribute: Mental or Physical.)
(Pools are your Attribute + Skill(or WP) + Wild Card)

Beast Traits

(All Beast Traits are removed after a day's sleep.)

1 - Wrong Another, 2 - Inflicting Injury, 3 - Killing, 5 - Heinous Acts

1 Beast Trait
Rage: Test if you take 4 damage; **Hunger:** Test if out of blood;
Fear: Test if immersed in fire or sunlight.

2 Beast Traits
Rage: Test at 3 damage; **Hunger:** Test if blood is below 1/3;
Fear: Test if burned by fire or sunlight.

3 Beast Traits
Rage: Test at 2 damage; **Hunger:** Test if blood is below 1/2;
Fear: Standing too close to fire or sunlight.

4 Beast Traits
Rage: Test if you take any damage; **Hunger:** Test if not at full blood;
Fear: Seeing sunlight or fire larger than a lighter.

5 Beast Traits
Lose a permanent point of Morality.