Ventrue
Lords Over the Damned

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Bloodline:
Covenant:
Title:

Attributes

<table>
<thead>
<tr>
<th>Power</th>
<th>Presence</th>
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<tbody>
<tr>
<td>Wits</td>
<td>Manipulation</td>
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<tr>
<td>Resolve</td>
<td>Composure</td>
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Skills

Mental
(-3 unskilled)

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<tr>
<th>Academics</th>
<th>Computer</th>
<th>Crafts</th>
<th>Investigation</th>
<th>Medicine</th>
<th>Oculat</th>
<th>Politics</th>
<th>Science</th>
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Physical
(-1 unskilled)

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<tr>
<th>Athletics</th>
<th>Brawl</th>
<th>Drive</th>
<th>Firearms</th>
<th>Larceny</th>
<th>Stealth</th>
<th>Survival</th>
<th>Weaponry</th>
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Social
(-1 unskilled)

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<th>Animal Ken</th>
<th>Empathy</th>
<th>Expression</th>
<th>Intimidation</th>
<th>Persuasion</th>
<th>Socialize</th>
<th>Streetwise</th>
<th>Subterfuge</th>
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Disciplines

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Merits

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Flaws


Weakness

HEALTH

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WILLPOWER

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BLOOD POTENCY

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VITAE


HUMANITY

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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) • Bloodline 7 • Buying the fifth dot in Attributes, Skills or Merits costs two points • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wisdom • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Humanity = 7 • Vitae = d10 roll