

PHAMPIR

Name:
Player:
Chronicle:
Antecedent/Domitor:

Nature:
Demeanor:
Essence:
Concept:

Affiliation:
Sect:
Clan/Family:
Duties/Type:

Attributes

Physical
Strength___0000000000
Dexterity___0000000000
Stamina___0000000000

Social
Charisma___0000000000
Manipulation_0000000000
Appearance_0000000000

Mental
Perception___0000000000
Intelligence_0000000000
Wits_____0000000000

Abilities

Talents
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000

Skills
____0000000000
____0000000000
____0000000000
____0000000000
____0000000000
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____0000000000
____0000000000
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____0000000000
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Knowledges
____0000000000
____0000000000
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____0000000000

Spheres

____0000000000
____0000000000
____0000000000

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____0000000000
____0000000000

Advantages

Virtues
Conscience/Conviction_00000
Self-Control/Instinct_00000
Courage_____00000

Arete
0 0 0 0 0 0 0 0 0 0
Willpower
0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Health
Bruised
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

Humanity/Path
0 0 0 0 0 0 0 0 0 0
Bearing:_____ ()

Rage
0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □
Gnosis
0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Weakness

Blood Pool
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
Blood Per Turn:_____

Essence
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Experience
Current Spent Total



Awakened DAMPİR

Other Traits

_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
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_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000

Merits & Flaws

Merit	Cost	Flaw	Bonus
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Vampiric Traits

Disciplines

_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000

Backgrounds

_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000
_____	0000000000

Bloodrights

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

Charms

Rituals

Ritual	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Special Advantages

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Armor: _____ Class: _____ Rating: _____ Penalty: _____



DHAMPİR

Expanded Background

Possessions

Gear (Carried)

Equipment (Owned)

Wonders

Grimoires

Misc

Familiars

Vehicles



PHAMPIR

Residence/Chantry

Location

Description

_____	_____
_____	_____
_____	_____

Notes

Experience

Total: _____

Total Spent: _____

Spent On: _____

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

Age of Awakening: _____

Age of Education: _____

Hair: _____

Eyes: _____

Ethnicity: _____

Nationality: _____

Height: _____

Weight: _____

Gender: _____

Appearance/Nature of Avatar: _____

Domitor/Antecedent/Family

Name: _____ Clan: _____ Generation: _____ Age: _____

Description: _____

Thoughts Toward Domitor/Antecedent/Family: _____



PHAMPIR

History

Education

Awakening

Goals/Destiny

Seekings: _____

Quiets: _____

Visuals

Cabal Chart

Character Sketch

