

VAMPIRE: THE WILD WEST

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical

Strength 0 0 0 0 0 0 0 0 0 0
Dexterity 0 0 0 0 0 0 0 0 0 0
Stamina 0 0 0 0 0 0 0 0 0 0

Social

Charisma 0 0 0 0 0 0 0 0 0 0
Manipulation 0 0 0 0 0 0 0 0 0 0
Appearance 0 0 0 0 0 0 0 0 0 0

Mental

Perception 0 0 0 0 0 0 0 0 0 0
Intelligence 0 0 0 0 0 0 0 0 0 0
Wits 0 0 0 0 0 0 0 0 0 0

Abilities

Talents

Alertness 0 0 0 0 0 0 0 0 0 0
Athletics 0 0 0 0 0 0 0 0 0 0
Awareness 0 0 0 0 0 0 0 0 0 0
Brawl 0 0 0 0 0 0 0 0 0 0
Empathy 0 0 0 0 0 0 0 0 0 0
Expression 0 0 0 0 0 0 0 0 0 0
Intimidation 0 0 0 0 0 0 0 0 0 0
Leadership 0 0 0 0 0 0 0 0 0 0
Streetwise 0 0 0 0 0 0 0 0 0 0
Subterfuge 0 0 0 0 0 0 0 0 0 0

Skills

Animal Ken 0 0 0 0 0 0 0 0 0 0
Crafts 0 0 0 0 0 0 0 0 0 0
Etiquette 0 0 0 0 0 0 0 0 0 0
Firearms 0 0 0 0 0 0 0 0 0 0
Larceny 0 0 0 0 0 0 0 0 0 0
Melee 0 0 0 0 0 0 0 0 0 0
Performance 0 0 0 0 0 0 0 0 0 0
Ride 0 0 0 0 0 0 0 0 0 0
Stealth 0 0 0 0 0 0 0 0 0 0
Survival 0 0 0 0 0 0 0 0 0 0

Knowledges

Academics 0 0 0 0 0 0 0 0 0 0
Culture 0 0 0 0 0 0 0 0 0 0
Enigmas 0 0 0 0 0 0 0 0 0 0
Finance 0 0 0 0 0 0 0 0 0 0
Investigation 0 0 0 0 0 0 0 0 0 0
Law 0 0 0 0 0 0 0 0 0 0
Medicine 0 0 0 0 0 0 0 0 0 0
Occult 0 0 0 0 0 0 0 0 0 0
Politics 0 0 0 0 0 0 0 0 0 0
Science 0 0 0 0 0 0 0 0 0 0

Advantages

Disciplines

0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0

Backgrounds

0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0

Virtues

Conscience/Conviction 0 0 0 0 0
Self-Control/Instinct 0 0 0 0 0
Courage 0 0 0 0 0

Humanity/Path

0 0 0 0 0 0 0 0 0 0

Bearing: ()

Willpower

0 0 0 0 0 0 0 0 0 0
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Blood Pool

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Health

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

Experience
