

VAMPIRE

BLOOD AND TRAGEDY

NAME:

NATURE:

CLAN:

PLAYER:

DEMEANOR:

GENERATION:

CHRONICLE:

CONCEPT:

SIRE:

ATTRIBUTES

PHYSICAL

Strength _____ 0000000000
 Dexterity _____ 0000000000
 Stamina _____ 0000000000

SOCIAL

Charisma _____ 0000000000
 Manipulation _____ 0000000000
 Appearance _____ 0000000000

MENTAL

Perception _____ 0000000000
 Intelligence _____ 0000000000
 Wits _____ 0000000000

ABILITIES

TALENTS

Alertness _____ 0000000000
 Athletics _____ 0000000000
 Awareness _____ 0000000000
 Brawl _____ 0000000000
 Empathy _____ 0000000000
 Expression _____ 0000000000
 Intimidation _____ 0000000000
 Leadership _____ 0000000000
 Legerdemain _____ 0000000000
 Rhetoric _____ 0000000000
 Subterfuge _____ 0000000000

SKILLS

Animal Ken _____ 0000000000
 Archery _____ 0000000000
 Commerce _____ 0000000000
 Crafts _____ 0000000000
 Etiquette _____ 0000000000
 Melee _____ 0000000000
 Navigation _____ 0000000000
 Performance _____ 0000000000
 Ride _____ 0000000000
 Stealth _____ 0000000000
 Survival _____ 0000000000

KNOWLEDGES

Astrology _____ 0000000000
 Customs _____ 0000000000
 Hearth Wisdom _____ 0000000000
 Philosophy _____ 0000000000
 Investigation _____ 0000000000
 Medicine _____ 0000000000
 Mythology _____ 0000000000
 Occult _____ 0000000000
 Politics _____ 0000000000
 Seneschal _____ 0000000000
 Writing _____ 0000000000

ADVANTAGES

DISCIPLINES

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

BACKGROUNDS

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

VIRTUES

Conscience/Conviction _____ 000000
 Self-Control/Instinct _____ 000000
 Courage _____ 000000

OTHER TRAITS

ETHOS

 000000000000
 Aura: _____ ()

WILLPOWER

000000000000
 □□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
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Maximum: _____ Points Per Turn: _____

HEALTH

Bruised _____ □
 Hurt -1 _____ □
 Injured -1 _____ □
 Wounded -2 _____ □
 Mauled -2 _____ □
 Crippled -5 _____ □
 Incapacitated _____ □

WEAKNESS



VAMPIRE

BLOOD AND TRAGEDY

MERITS AND FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO
_____	OOOOOOOOO	_____	OOOOOOOOO	_____	OOOOOOOOO

RITUALS

PATHS

NAME	LEVEL	
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO
_____	_____	OOOOO

EXPERIENCE

DERANGEMENTS

Total: _____ Total Spent: _____

Spent On: _____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	AMMO	CONCEAL

ARMOR

Class: _____

Rating: _____

Penalty: _____

Description: _____





VAMPIRE

BLOOD AND TRAGEDY

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER(_____)

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

TRANSPORTATION

HAVEN

LOCATION

DESCRIPTION



