

Name:

Apparent age (presentation):

Actual age:

Date of Embrace:

Nostalgic Decade:



Clan:

Clan Curse:

Generation (Modifier):

Archetype:

Sire:

ATTRIBUTES

PHYSICAL

STRENGTH

○○○○○

DEXTERITY

○○○○○

STAMINA

○○○○○

CHARISMA

○○○○○

SOCIAL

MANIPULATION

○○○○○

COMPOSURE

○○○○○

MENTAL

INTELLIGENCE

○○○○○

WITS

○○○○○

RESOLVE

○○○○○

VITAE ()

○○○○○ ○○○○○ ○○○○○ ○○○○○ / ○○○○○ ○○○○○ ○○○○○ ○○○○○

WILLPOWER ()

HUMANITY SCALE

BEAST

MONSTROUS

MORTAL

NATURE

SKILLS

Athletics

○○○○○

Awareness

○○○○○

Craft

○○○○○

Expression

○○○○○

Fighting

○○○○○

Investigation

○○○○○

Knowledge

○○○○○

Medicine

○○○○○

Persuasion

○○○○○

Shooting

○○○○○

Sabotage

○○○○○

Subterfuge

○○○○○

Survival

○○○○○

RESOURCES

○○○○○

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DISCIPLINES

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LIFEPATHS

CLAN TRAITS

MERITS

FLAW

NATURE

BEAST

Character Details

More detailed descriptions of the powers and abilities that appear on the character sheet.

LIFEPATHS

The characters professions and life experiences and the directions their life and unlfe have taken them.

CLAN TRAITS

The characters supernatural talents, inherited from their blood.

MERITS

The characters natural talents and unique characteristics.

FLAW

Everyone has problems, and your character is no exception.

NATURE

The characters nature, the mortal impulses at their core, and its associated outburst.

CLAN ASPECTS

The character is part of a vampire clan, which comes with great power but also a curse.

Discipline Powers

ACTIVATE	ATTRIBUTE	COST.
DIFFICULTY	DISTANCE	DURATION

MATURING

ACTIVATE	ATTRIBUTE	COST.
DIFFICULTY	DISTANCE	DURATION

MATURING

ACTIVATE	ATTRIBUTE	COST.
DIFFICULTY	DISTANCE	DURATION

MATURING

ACTIVATE	ATTRIBUTE	COST.
DIFFICULTY	DISTANCE	DURATION

MATURING

Discipline Powers

ACTIVATE	ATTRIBUTE	COST.
DIFFICULTY	DISTANCE	DURATION

MATURING

ACTIVATE	ATTRIBUTE	COST.
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MATURING

ACTIVATE	ATTRIBUTE	COST.
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MATURING

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