

PHLEBITES

Name:

Player:

Chronicle:

Virtue:

Vice:

Concept:

Covenant:

Title:

Sire:

Attributes

POWER	Intelligence	OOOOO	Strength	OOOOO	Presence	OOOOO
FINESSE	Wits	OOOOO	Dexterity	OOOOO	Manipulation	OOOOO
RESISTANCE	Resolve	OOOOO	Stamina	OOOOO	Composure	OOOOO

Skills

Mental

(-3 Unskilled)

Academics	OOOOO
Crafts	OOOOO
Computer	OOOOO
Investigation	OOOOO
Medicine	OOOOO
Occult	OOOOO
Politics	OOOOO
Science	OOOOO

Physical

(-1 Unskilled)

Athletics	OOOOO
Brawl	OOOOO
Drive	OOOOO
Firearms	OOOOO
Larceny	OOOOO
Stealth	OOOOO
Survival	OOOOO
Weaponry	OOOOO

Social

(-1 Unskilled)

Animal Ken	OOOOO
Empathy	OOOOO
Expression	OOOOO
Intimidation	OOOOO
Persuasion	OOOOO
Socialize	OOOOO
Streetwise	OOOOO
Subterfuge	OOOOO

Disciplines

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

Merits

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

Flaws

Weakness

Other Traits

Health

OOOOOOOOOOOOOO
□□□□□□□□□□

Willpower

OOOOOOOOOO
□□□□□□□□

Blood Potency

OOOOOOOOOO

Vitae

□□□□□□□□
□□□□□□□□

Vitae Per Turn: _____

Humanity

10	_____	O
9	_____	O
8	_____	O
7	_____	O
6	_____	O
5	_____	O
4	_____	O
3	_____	O
2	_____	O
1	_____	O

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) • Merits 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 Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Vitae = d10 roll

PHLEBITES

Other Traits

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

Devotions

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Name: _____ Cost: _____
 Disciplines: _____

_____ 00000
 _____ 00000

Dice Pool: _____
 Book: _____ Page# _____

Rituals

Name

Level

Name

Level

Combat

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

Experience Chart:

Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Clan/Bloodline Discipline: New dots x5 • Theban Sorcery or Crúac Ritual: Ritual level x2
 Other Discipline/Coils of the Dragon: New dots x7 • Merit: New dots x2 • Blood Potency: New dots x8 • Humanity: New dots x3 • Willpower: 8 xp

PHLEBITES

Expanded Merits

Allies

Resources

Contacts

Retainers

Herd

Status

Mentor

Other (_____)

Possessions

Gear (Carried)

Equipment (Owned)

Vehicles

Misc.

Vinculum

Bound To

Stage

Bound To

Stage

Haven

Location

Description

[illegible]

