



NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

CLAN:
BLOODLINE:
COVENANT:

ATTRIBUTES

power	INTELLIGENCE	0000000000	STRENGTH	0000000000	PRESENCE	0000000000
finesse	WITS	0000000000	DEXTERITY	0000000000	MANIPULATION	0000000000
resistance	RESOLVE	0000000000	STAMINA	0000000000	COMPOSURE	0000000000

SKILLS

MENTAL

(-3 unskilled)

Academics 0000000000
Computer 0000000000
Crafts 0000000000
Investigation 0000000000
Medicine 0000000000
Occult 0000000000
Politics 0000000000
Science 0000000000

PHYSICAL

(-1 unskilled)

Athletics 0000000000
Brawl 0000000000
Drive 0000000000
Firearms 0000000000
Larceny 0000000000
Stealth 0000000000
Survival 0000000000
Weaponry 0000000000

SOCIAL

(-1 unskilled)

Animal Ken 0000000000
Empathy 0000000000
Expression 0000000000
Intimidation 0000000000
Persuasion 0000000000
Socialize 0000000000
Streetwise 0000000000
Subterfuge 0000000000

OTHER TRAITS

DISCIPLINES

_____	0000000000	□□□□□□□□□□□□□□
_____	0000000000	□□□□□□□□□□□□□□
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	
_____	0000000000	

HEALTH

WILLPOWER

Max Remaining

BLOOD POTENCY
0000000000

VITAE

Max Remaining

HUMANITY

10 _____ 0
9 _____ 0
8 _____ 0
7 _____ 0
6 _____ 0
5 _____ 0
4 _____ 0
3 _____ 0
2 _____ 0
1 _____ 0

FLAWS

WEAKNESS

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



OTHER TRAITS

0000000000 0000000000 0000000000
0000000000 0000000000 0000000000
0000000000 0000000000 0000000000

DEVOTIONS

Name: _____ Cost: _____
Disciplines: _____

Name: _____ Cost: _____
Disciplines: _____

Dice Pool: _____
Book: _____ Page# _____

Dice Pool: _____
Book: _____ Page# _____

Name: _____ Cost: _____
Disciplines: _____

Name: _____ Cost: _____
Disciplines: _____

Dice Pool: _____
Book: _____ Page# _____

Dice Pool: _____
Book: _____ Page# _____

Name: _____ Cost: _____
Disciplines: _____

Name: _____ Cost: _____
Disciplines: _____

Dice Pool: _____
Book: _____ Page# _____

Dice Pool: _____
Book: _____ Page# _____

RITUALS

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____



EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

HERD

STATUS

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLES

MISC

VINCULUM

Bound To

Stage

Bound To

Stage

HAVEN

LOCATION

DESCRIPTION



HISTORY

GOALS

DESCRIPTION

Age: _____
Apparent Age: _____
Date of Birth: _____
R.I.P.: _____
Hair: _____
Eyes: _____
Race: _____
Nationality: _____
Height: _____
Weight: _____
Sex: _____

VISUALS

COTERIE CHART

CHARACTER SKETCH

