



Name: _____
Player: _____
Mask: _____
Dirge: _____
Short-Term Aspiration: _____
Short-Term Aspiration: _____
Long-Term Aspiration: _____

Clan: _____
Bloodline: _____
Covenant: _____
Concept: _____

SKILLS

Artistry	00000	Melee	00000
Athletics	00000	Persuasion	00000
Culture	00000	Pilot	00000
Empathy	00000	Science	00000
Enigmas	00000	Shoot	00000
Esoterica	00000	Stealth	00000
Leadership	00000	Survival	00000
Medicine	00000	Technology	00000

DISCIPLINES

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

ATTRIBUTES

MENTAL

Intellect	00000
Cunning	00000
Resolve	00000

PHYSICAL

Might	00000
Dexterity	00000
Stamina	00000

SOCIAL

Presence	00000
Manipulation	00000
Composure	00000

BONDS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

CONTACTS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

EDGES

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

HUMANITY

00000 00000

Detachment: _____
Touchstones: _____

Frenzy: _____

BLOOD POTENCY

00000 00000

Hunger: ☐ ☐ ☐ ☐ ☐
Resonance: _____
Temperment: _____

WILLPOWER

00000 00000
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

INJURIES

Armor: _____ 00000000
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Bloodied(+1d): _____ 000
☐ ☐ ☐

Wounded(+2d): _____ 000
☐ ☐ ☐

Maimed: _____ 000
(+2d; +2d/+2e if Aggravate) ☐ ☐ ☐

Near Death(+3d/+2e): ☐

Taken Out: _____ ☐

GEAR

ITEM	TAG	TAG	TAG	TAG
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Defense: _____ Initiative: _____

Momentum: _____

Experience: _____