

Name:

Player:

Chronicle:

Storyteller:

Clan:

Generation:

Sire:



Nature:

Demeanor:

Concept:

Apparent Age

Date of Birth

Hair

Nationality

Height

Sex

Haven:

Age

RIP

Eyes

Race

Weight

Attributes

physical

social

mental

Strength ●○○○○○ ○○○ Charisma _____ ●○○○○○ ○○○ Perception _____ ●○○○○○ ○○○
 Dexterity ●○○○○○ ○○○ Manipulation _____ ●○○○○○ ○○○ Intelligence _____ ●○○○○○ ○○○
 Stamina ●○○○○○ ○○○ Appearance _____ ●○○○○○ ○○○ Wits _____ ●○○○○○ ○○○

Abilities

talents

skills

knowledges

Alertness _____ ○○○○○○ Animal Ken _____ ○○○○○○ Academics _____ ○○○○○○
 Athletics _____ ○○○○○○ Crafts _____ ○○○○○○ Computer _____ ○○○○○○
 Brawl _____ ○○○○○○ Drive _____ ○○○○○○ Finance _____ ○○○○○○
 Dodge _____ ○○○○○○ Etiquette _____ ○○○○○○ Investigation _____ ○○○○○○
 Empathy _____ ○○○○○○ Firearms _____ ○○○○○○ Law _____ ○○○○○○
 Expression _____ ○○○○○○ Melee _____ ○○○○○○ Linguistics _____ ○○○○○○
 Intimidation _____ ○○○○○○ Performance _____ ○○○○○○ Medicine _____ ○○○○○○
 Leadership _____ ○○○○○○ Security _____ ○○○○○○ Occult _____ ○○○○○○
 Streetwise _____ ○○○○○○ Stealth _____ ○○○○○○ Politics _____ ○○○○○○
 Subterfuge _____ ○○○○○○ Survival _____ ○○○○○○ Science _____ ○○○○○○

Advantages

backgrounds

disciplines

virtues

_____ ○○○○○○ _____ ○○○○○○ Conscience/Conviction _____ ●○○○○○
 _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○ Self-Control/Instinct _____ ●○○○○○
 _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○ Courage _____ ●○○○○○

Other Traits

_____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○
 _____ ○○○○○○ _____ ○○○○○○ _____ ○○○○○○

Merits/Flaws

Humanity/Path

Health

_____ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 _____ path: _____
 _____ Willpower
 _____ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 _____ □ □ □ □ □ □ □ □ □ □ □ □
 _____ BloodPool
 _____ □ □ □ □ □ □ □ □ □ □ □ □
 _____ □ □ □ □ □ □ □ □ □ □ □ □
 _____ Health
 Bruised □ □
 Hurt -1 □ □
 Injured -1 □ □
 Wounded -2 □ □
 Mauled -2 □ □
 Crippled -5 □ □
 Incapacitated □ □
 Experience:

Weapon	Diff.	Dam.	Armor	Pen.	Soak	Equipment

Attributes (5): 7/5/3, Abilities (2): 13/9/5, Backgrounds (1): 5, Disciplines (7): 3, Willpower (2): Courage, Humanity (1): Conscience+Self-Control, Freebie points: 15