

Name:

Concept:

Clan:

Player:

Virtue:

Covenant:

Chronicle:

Vice:

Potency:

### Attributes

|            |                           |                        |                           |
|------------|---------------------------|------------------------|---------------------------|
| Power      | <i>Intelligence</i> 00000 | <i>Strength</i> 00000  | <i>Presence</i> 00000     |
| Finesse    | <i>Wits</i> 00000         | <i>Dexterity</i> 00000 | <i>Manipulation</i> 00000 |
| Resistance | <i>Resolve</i> 00000      | <i>Stamina</i> 00000   | <i>Composure</i> 00000    |

### Skills

#### Mental

(-3 unskilled)

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000

#### Physical

(-1 unskilled)

Athletics \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Larceny \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
Weaponry \_\_\_\_\_ 00000

#### Social

(-1 unskilled)

Animal Ken \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Persuasion \_\_\_\_\_ 00000  
Socialize \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

### Other Traits

#### Merits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
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\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### Disciplines

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### Humanity

10 \_\_\_\_\_ 0  
9 \_\_\_\_\_ 0  
8 \_\_\_\_\_ 0  
7 \_\_\_\_\_ 0  
6 \_\_\_\_\_ 0  
5 \_\_\_\_\_ 0  
4 \_\_\_\_\_ 0  
3 \_\_\_\_\_ 0  
2 \_\_\_\_\_ 0  
1 \_\_\_\_\_ 0

#### Flaws

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Clan Weakness \_\_\_\_\_

#### Equipment

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

#### Health

000000000000  
□□□□□□□□□□

#### Willpower

0000000000  
□□□□□□□□□□

#### Blood Potency

0000000000

#### Vitae

□□□□□□□□□□  
□□□□□□□□□□

Size \_\_\_\_\_

Defense \_\_\_\_\_

Initiative Mod \_\_\_\_\_

Speed \_\_\_\_\_

Experience \_\_\_\_\_

Armor \_\_\_\_\_

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

*Discipline*

*Derivations  
Discipline*

*Name*

|       |       |   |       |       |   |       |
|-------|-------|---|-------|-------|---|-------|
| _____ | 00000 | + | _____ | 00000 | = | _____ |
| _____ | 00000 | + | _____ | 00000 | = | _____ |
| _____ | 00000 | + | _____ | 00000 | = | _____ |
| _____ | 00000 | + | _____ | 00000 | = | _____ |
| _____ | 00000 | + | _____ | 00000 | = | _____ |
| _____ | 00000 | + | _____ | 00000 | = | _____ |
| _____ | 00000 | + | _____ | 00000 | = | _____ |
| _____ | 00000 | + | _____ | 00000 | = | _____ |
| _____ | 00000 | + | _____ | 00000 | = | _____ |

*Skills*

*Other Traits  
Disciplines*

*Merits*

|       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |
| _____ | 00000 | _____ | 00000 | _____ | 00000 |

*Experience*

*Derangements*

Total: \_\_\_\_\_  
Total Spent: \_\_\_\_\_  
Spent On: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

*Languages*

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

*Combat*

| Weapon | Dice Mod. | Range | Rate | Clip | Conceal |
|--------|-----------|-------|------|------|---------|
|        |           |       |      |      |         |
|        |           |       |      |      |         |
|        |           |       |      |      |         |
|        |           |       |      |      |         |
|        |           |       |      |      |         |
|        |           |       |      |      |         |

Armor

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Expanded Merits

*Alles*

*Mentor*

*Contacts*

*Resources*

*Herd*

*Retainers*

*Other ( )*

*Other ( )*

## Possessions

*Gear (Carried)*

*Equipment (Owned)*

*Harems*

*Location*

*Description*

## History

*Palade*

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## Appearance

Age: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_  
Date Of Birth: \_\_\_\_\_  
R.I.P: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_

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## Person

*Name*

*Plan*

*Thoughts*

|       |       |       |
|-------|-------|-------|
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## Lineage

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