# Ventrue

**Name:**

**Player:**

**Chronicle:**

**Nature:**

**Demeanor:**

**Concept:**

**Generation:**

**Sire:**

**Title:**

## Attributes

<table>
<thead>
<tr>
<th>Physical</th>
<th>Social</th>
<th>Mental</th>
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<tbody>
<tr>
<td>Strength</td>
<td>Charisma</td>
<td>Perception</td>
</tr>
<tr>
<td>Dexterity</td>
<td>Manipulation</td>
<td>Intelligence</td>
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<tr>
<td>Stamina</td>
<td>Appearance</td>
<td>Wits</td>
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</tbody>
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## Abilities

### Talents

- Acting
- Alertness
- Athletics
- Brawl
- Dodge
- Empathy
- Intimidation
- Leadership
- Streetwise
- Subterfuge

### Skills

- Animal Ken
- Drive
- Etiquette
- Firearms
- Melee
- Music
- Repair
- Security
- Stealth
- Survival

### Disciplines

- Conscience
- Self-Control
- Courage

### Knowledge

- Bureaucracy
- Computer
- Finance
- Investigation
- Law
- Linguistics
- Medicine
- Occult
- Politics
- Science

## Advantages

### Backgrounds

### Virtues

<table>
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<tr>
<th>Disciplines</th>
<th>Backgrounds</th>
<th>Virtues</th>
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<tr>
<td></td>
<td></td>
<td>Conscience</td>
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<td>Self-Control</td>
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<td>Courage</td>
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## Other Traits

### Humanity/Path

- 0 0 0 0 0 0 0 0 0 0

### Willpower

- 0 0 0 0 0 0 0 0 0 0

### Blood Pool

- Bruised
- Hurt
- Injured
- Wounded
- Mauled
- Crippled
- Incapacitated

### Experience

- Attributes: 7/5/3
- Abilities: 13/9/5
- Disciplines: 3
- Backgrounds: 5
- Virtues: 7
- Freebie Points: 15 (7/5/2/1)