



Name:  
Player:  
Chronicle:

Concept:  
Virtue:  
Vice:

Sire :  
Covenant:  
Coterie:

## Attributes

|            |              |       |           |       |              |       |
|------------|--------------|-------|-----------|-------|--------------|-------|
| Power      | Intelligence | 00000 | Strength  | 00000 | Presence     | 00000 |
| Finesse    | Wits         | 00000 | Dexterity | 00000 | Manipulation | 00000 |
| Resistance | Resolve      | 00000 | Stamina   | 00000 | Composure    | 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

[illegible]

## Disciplines

[illegible]

# Humanity

|    |  |
|----|--|
| 10 |  |
| 9  |  |
| 8  |  |
| 7  |  |
| 6  |  |
| 5  |  |
| 4  |  |
| 3  |  |
| 2  |  |
| 1  |  |

## Flaws

Clan Weakness

## Equipment

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Health

[illegible]

## Willpower

0 0 0 0 0 0 0 0 0 0

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## Blood Potency

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# Vitae

[illegible]

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•Strength = 5 for adult human-sized Kindred•Defense = Lowest of Dexterity or Wits•Initiative Mod = Dexterity + Composure•Speed = Strength + Dexterity +5•Starting Humanity = 7•Vital = d10 roll

# INOSFERATU

## Devotions

Discipline

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Discipline

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NAME

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## Other Traits

Skills

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Disciplines

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Merits

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Experience

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

Derangements

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

Languages

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

## Combat

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

Armor

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



# INOSFERATU

## Expanded Merits

Allies

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Mentor

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Contacts

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Resources

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Herd

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Retainers

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Other (\_\_\_\_\_)

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Other (\_\_\_\_\_)

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## Possessions

Gear (Carried)

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Equipment (owned)

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## Havens

Location

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Description

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# INOSFERATU



## History

Prelude

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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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## Coterie

Name

Clan

Thoughts

|       |       |       |
|-------|-------|-------|
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| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |
| _____ | _____ | _____ |

## Lineage

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