

Character Information

Clan: _____

Nature/Demeanor: _____ / _____

Coterie or Pack: _____

Concept: _____

Generation: _____

Haven: _____

Merits and Flaws

Derangement: _____

Status

Camarilla		Sabbat	
<input type="checkbox"/> Acknowledged		<input type="checkbox"/> Initiated	
Admired	○○○	Battle-Scarred	○○○
Adored	○○○	Blessed	○○○
Cherished	○○○	Blooded	○○○
Esteemed	○○○	Confirmed	○○○
Exalted	○○○	Devoted	○○○
Famous	○○○	Enlightened	○○○
Faultless	○○○	Enriched	○○○
Feared	○○○	Feared	○○○
Honorable	○○○	Hunted	○○○
Influential	○○○	Infamous	○○○
Just	○○○	Loyal	○○○
Praised	○○○	Ominous	○○○
Respected	○○○	Proven	○○○
Revered	○○○	Respected	○○○
Trustworthy	○○○	Undeclared	○○○
Well-Connected	○○○	_____	○○○
Well-Known	○○○	_____	○○○
_____	○○○	_____	○○○
_____	○○○	_____	○○○
_____	○○○	_____	○○○

Prince
 Seneschal
 Primogen
 Sheriff
 Harpy
 Keeper

Archbishop
 Bishop
 Pack Leader
 Pack Priest
 Templar
 Abbot

Abilities

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

Health

Healthy: No penalties

Bruised: One trait down on all tied challenges

Wounded: must risk an additional trait, loses all ties, powers which win all ties: compare traits instead

Incapacitated: out of play for 10 minutes

Torpor/Final Death (if aggravated damage)

Virtues

Conscience/Conviction ○○○○○○

Self-control/Instinct ○○○○○○ _____

Courage ○○○○○○ ○○○○○○

Blood ○○○○○○ ○○○○○○

Max / Turn _____

Willpower ○○○○○○ ○○○○○○

Max _____ ○○○○○○ ○○○○○○

Path _____

Social Traits

○○○	○○○	Gorgeous	○○○
○○○	○○○	Genial	○○○
○○○	○○○	Friendly	○○○
○○○	○○○	Expressive	○○○
○○○	○○○	Empathetic	○○○
○○○	○○○	Eloquent	○○○
○○○	○○○	Elegant	○○○
○○○	○○○	Diplomatic	○○○
○○○	○○○	Dignified	○○○
○○○	○○○	Witty	○○○
○○○	○○○	Seductive	○○○
○○○	○○○	Persuasive	○○○
○○○	○○○	Magnetic	○○○
○○○	○○○	Intimidating	○○○
○○○	○○○	Ingratating	○○○

Mental Traits

○○○	○○○	Alert	○○○
○○○	○○○	Attentive	○○○
○○○	○○○	Clever	○○○
○○○	○○○	Creative	○○○
○○○	○○○	Cunning	○○○
○○○	○○○	Dedicated	○○○
○○○	○○○	Determined	○○○
○○○	○○○	Discerning	○○○
○○○	○○○	Disciplined	○○○
○○○	○○○	Insightful	○○○
○○○	○○○	Intuitive	○○○
○○○	○○○	Knowledgeable	○○○
○○○	○○○	Observant	○○○
○○○	○○○	Patient	○○○
○○○	○○○	Wise	○○○
○○○	○○○	Wily	○○○
○○○	○○○	Vigilant	○○○
○○○	○○○	Shrewd	○○○
○○○	○○○	Reflective	○○○
○○○	○○○	Rational	○○○

Physical Traits

○○○	○○○	Stalwart	○○○
○○○	○○○	Steady	○○○
○○○	○○○	Tenacious	○○○
○○○	○○○	Tireless	○○○
○○○	○○○	Tough	○○○
○○○	○○○	Vigorous	○○○
○○○	○○○	Wiry	○○○
○○○	○○○	Ferocious	○○○
○○○	○○○	Graceful	○○○
○○○	○○○	Lithe	○○○
○○○	○○○	Nimble	○○○
○○○	○○○	Quick	○○○
○○○	○○○	Resilient	○○○
○○○	○○○	Robust	○○○
○○○	○○○	Rugged	○○○

Vampire

Character Name: _____

Player Name: _____

Chronicle: _____

Character ID: _____

Start Date: _____

Phone/Email: _____

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Thanatosis

- Hag's Wrinkles
- Putrefaction
- Ashes to Ashes
- Withering
- Necrosis

Vicissitude

- Malleable Visage
- Fleshcraft
- Bonecraft
- Horrid Form
- Bloodform

Rituals

Thaumaturgy/ Necromancy

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

The Traditions

- The First Tradition:
The Masquerade**
Thou shalt not reveal thy true nature to those not of the Blood. Doing so shall renounce thy claims of Blood.
- The Second Tradition:
The Domain**
Thy Domain is thine own concern. All others owe thee respect while in it. None may challenge thy word while in thy Domain.
- The Third Tradition:
The Progeny**
Thou shalt only Sire another with the permission of thine elder. If thou createst another without thine Elder's leave, both thou and thy Progeny shall be slain.
- The Fourth Tradition:
The Accounting**
Those thou create are thine own children. Until thy Progeny shall be Released, thou shalt command them in all things. Their sins are thine to endure.
- The Fifth Tradition:
Hospitality**
Honor one another's domain. When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing.
- The Sixth Tradition:
Destruction**
Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine Elder. Only the Eldest among thee shall call the Blood Hunt.

Backgrounds

- | | | | |
|------------|-------|-----------|-------|
| Allies | ○○○○○ | Herd | ○○○○○ |
| Contacts | ○○○○○ | Mentor | ○○○○○ |
| Fame | ○○○○○ | Retainers | ○○○○○ |
| Generation | ○○○○○ | Resources | ○○○○○ |
- ### Influence
- | | | | |
|--------------|-------|------------|-------|
| Bureacracy | ○○○○○ | Occult | ○○○○○ |
| Church | ○○○○○ | Police | ○○○○○ |
| Finance | ○○○○○ | Political | ○○○○○ |
| Health | ○○○○○ | Street | ○○○○○ |
| High Society | ○○○○○ | Transport | ○○○○○ |
| Industry | ○○○○○ | Underworld | ○○○○○ |
| Legal | ○○○○○ | University | ○○○○○ |
| Media | ○○○○○ | | |

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- Eyes of the Serpent
- Tongue of the Asp
- Skin of the Adder
- Form of the Cobra
- Heart of Darkness

Serpents

- Silence of Death
- Scorpion's Touch
- Dragon's Call
- Baal's Caress
- Taste of Death

Quietus

- Eyes of the Beast
- Feral Claws
- Earth Meld
- Shape the Beast
- Mist Form

Protean

- Dread Gaze
- Entrancement
- Summon
- Majesty
- Awe

Presence

- Prowess
- Might
- Vigor
- Intensity
- Puisseance

Potence

- Shadow Play
- Shroud of Night
- Arms of the Abyss
- Black Metamorphosis
- Tenebrous Form

Obtenebration

- Cloak of Shadows
- Unseen Presence
- Mask of 1000 Faces
- Vanish from the Minds Eye
- Cloak the Gathering

Obfuscate

- Sense Vitality
- Anesthetic Touch
- Corpore Sano
- Mens Sana
- Unburdening the Bestial Soul

Obeah

- The Missing Voice
- Phantom Speaker
- Madrigal
- Sirens Beckoning
- Virtuosa

Melpominee

- Endurance
- Mettle
- Resilience
- Resistance
- Aegis

Fortitude

- Command
- Mesmerism
- Forgetful Mind
- Conditioning
- Possession

Dominate

- Passion
- The Haunting
- Eyes of Chaos
- Voice of Madness
- Total Insanity

Dementation

- Ignis Fatuus
- Fata Morgana
- Apparition
- Permanency
- Horrid Reality

Chimerstry

- Alacrity
- Swiftmess
- Rapidity
- Legerity
- Fleetness

Celerity

- Heightened Senses
- Aura Perception
- Spirit's Touch
- Telepathy
- Psychic Projection

Auspex

- Feral Whispers
- Beckoning
- Quell the Beast
- Subsume the Spirit
- Drawing out the Beast

Animalism