



NOSFERATU



THE BEAST THAT HAUNTS THE BLOOD

NAME:
PLAYER:
CHRONICLE:

CONCEPT:
VIRTUE:
VICE:

CLAN:
COVENANT:
COTERIE:

ATTRIBUTES

POWER

INTELLIGENCE ●○○○○

STRENGTH ●○○○○

PRESENCE ●○○○○

FINESSE

WITS ●○○○○

DEXTERITY ●○○○○

MANIPULATION ●○○○○

RESISTANCE

RESOLVE ●○○○○

STAMINA ●○○○○

COMPOSURE ●○○○○

SKILLS

MENTAL

(-3 unskilled)

ACADEMICS _____ ○○○○○
COMPUTER _____ ○○○○○
CRAFTS _____ ○○○○○
INVESTIGATION _____ ○○○○○
MEDICINE _____ ○○○○○
OCCULT _____ ○○○○○
POLITICS _____ ○○○○○
SCIENCE _____ ○○○○○

PHYSICAL

(-1 unskilled)

ATHLETICS _____ ○○○○○
BRAWL _____ ○○○○○
DRIVE _____ ○○○○○
FIREARMS _____ ○○○○○
LARCENY _____ ○○○○○
STEALTH _____ ○○○○○
SURVIVAL _____ ○○○○○
WEAPONRY _____ ○○○○○

SOCIAL

(-1 unskilled)

ANIMAL KEN _____ ○○○○○
EMPATHY _____ ○○○○○
EXPRESSION _____ ○○○○○
INTIMIDATION _____ ○○○○○
PERSUASION _____ ○○○○○
SOCIALIZE _____ ○○○○○
STREETWISE _____ ○○○○○
SUBTERFUGE _____ ○○○○○

OTHER TRAITS

MERITS

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

FLAWS

DISCIPLINES

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

SIZE [5 for adult human-sized kindred]

DEFENSE [lowest of dexterity or wits]

INITIATIVE MOD [dexterity+composure]

SPEED [strength+dexterity+5]

EXPERIENCE _____

ARMOR _____

HEALTH

○○○○○○○○○○○○○○
□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○○○
□□□□□□□□□□

VITAE

□□□□□□□□□□
□□□□□□□□□□

VITAE/PER TURN _____

BLOOD POTENCY

○○○○○○○○○○○○

HUMANITY

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

EQUIPMENT

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

