

VENTRUE

LORDS OVER THE DAMNED

NAME:

CONCEPT:

CLAN:

PLAYER:

VIRTUE:

COVENANT:

CHRONICLE:

VICE:

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

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

HEALTH

○○○○○○○○○○○○○○
□□□□□□□□□□□□

WILLPOWER

○○○○○○○○○○○○
□□□□□□□□□□

VITAE

□□□□□□□□□□
□□□□□□□□□□

Vitae/per turn _____

BLOOD POTENCY

○○○○○○○○○○○○

HUMANITY

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

EQUIPMENT

Size [5 for adult human-sized kindred]
 Defense [lowest of dexterity or wits]
 Initiative Mod [dexterity+composure]
 Speed [strength+dexterity+5]
 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

