

Malkavian™

Antitribu®

Name:

Nature:

Sire:

Player:

Demeanor:

Generation:

Chronicle:

Concept:

Haven:

Attributes

Physical

Strength ●○○○○○○○

Dexterity ●○○○○○○○

Stamina ●○○○○○○○

Social

Charisma ●○○○○○○○

Manipulation ●○○○○○○○

Appearance ●○○○○○○○

Mental

Perception ●○○○○○○○

Intelligence ●○○○○○○○

Wits ●○○○○○○○

Abilities

Talents

Acting ○○○○○○○○

Alertness ○○○○○○○○

Athletics ○○○○○○○○

Brawl ○○○○○○○○

Dodge ○○○○○○○○

Empathy ○○○○○○○○

Intimidation ○○○○○○○○

Leadership ○○○○○○○○

Streetwise ○○○○○○○○

Subterfuge ○○○○○○○○

Skills

Animal Ken ○○○○○○○○

Drive ○○○○○○○○

Etiquette ○○○○○○○○

Firearms ○○○○○○○○

Melee ○○○○○○○○

Music ○○○○○○○○

Repair ○○○○○○○○

Security ○○○○○○○○

Stealth ○○○○○○○○

Survival ○○○○○○○○

Knowledges

Bureaucracy ○○○○○○○○

Computer ○○○○○○○○

Finance ○○○○○○○○

Investigation ○○○○○○○○

Law ○○○○○○○○

Linguistics ○○○○○○○○

Medicine ○○○○○○○○

Occult ○○○○○○○○

Politics ○○○○○○○○

Science ○○○○○○○○

Advantages

Disciplines

Auspex ○○○○○○○○

Dominate ○○○○○○○○

Obfuscate ○○○○○○○○

Dementation ○○○○○○○○

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Backgrounds

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Virtues

Callousness ●○○○○○

Instincts ●○○○○○

Morale ●○○○○○

Other Traits

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Willpower

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Blood Pool

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Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Weakness

Begin Unlife with at least Two Derangements.

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

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Experience

TOTAL: _____ **TOTAL SPENT:** _____
Gained From: _____ **Spent On:** _____

Derangements

Core Belief: _____ **Stage of Development:** _____

Rituals

Name	Level	Name	Level

Combat

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

Maneuver	Accuracy	Damage
Bite	5	Strength +1
Punch	6	Strength
Grapple	6	Strength
Claw	6	Strength +2
Kick	7	Strength +1
Body Slam	7	Special; See Options

Armor: _____

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Expanded Background

Allies

Clan Prestige

Contacts, Minor

Contacts, Major

Herd

Influence

Mentor

Resources

Retainers

Status

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Havens

Location

Description



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History Prelude

Best Pranks:

Appearance

Age	_____	_____
Apparent Age	_____	_____
Date of Birth	_____	_____
RIP	_____	_____
Hair	_____	_____
Eyes	_____	_____
Race	_____	_____
Nationality	_____	_____
Height	_____	_____
Weight	_____	_____
Sex	_____	_____

Visuals

Coterie Chart

Character Sketch

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