

SETTLES™

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

Obfuscate ○○○○○○○○
 Presence ○○○○○○○○
 Serpentis ○○○○○○○○
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Backgrounds

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Virtues

Callousness ●○○○○○
 Instincts ●○○○○○
 Morale ●○○○○○

Other Traits

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Path of

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Willpower

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 □ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □

Health

Bruised □
 Hurt -1 □
 Injured -1 □
 Wounded -2 □
 Mauled -2 □
 Crippled -5 □
 Incapacitated □

Weakness

Double Damage from Sunlight.
 -1 to Dice Pools in Any Bright Light.

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

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Experience

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

<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
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Rituals

Name	Level

Derangements

Name

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: _____





SETITES™

VAMPIRE: The Masquerade®

Expanded Background

Allies

Influence

Clan Prestige

Mentor

Contacts, Minor

Resources

Contacts, Major

Retainers

Herd

Status

Possessions

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Vehicles

Havens

Location

Description



VAMPIRE: The Masquerade[®]



History Prelude

VIP's Corrupted _____

Best Methods _____

Blood Cult _____



Appearance

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



Visuals

Coterie Chart

Character Sketch

