

DRAMPYR

CHILDREN OF THE UNDEAD



NAME:

NATURE:

KINDRED PARENT:

PLAYER:

DEMEANOR:

APPARENT AGE:

CHRONICLE:

CONCEPT:

GHOULED?:

ATTRIBUTES

PHYSICAL

Strength _____ ●0000
Dexterity _____ ●0000
Stamina _____ ●0000

SOCIAL

Charisma _____ ●0000
Manipulation _____ ●0000
Appearance _____ ●0000

MENTAL

Perception _____ ●0000
Intelligence _____ ●0000
Wits _____ ●0000

ABILITIES

TALENTS

Alertness _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

SKILLS

Animal Ken _____ 00000
Crafts _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Melee _____ 00000
Performance _____ 00000
Security _____ 00000
Stealth _____ 00000
Survival _____ 00000

KNOWLEDGES

Academics _____ 00000
Computer _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

ADVANTAGES

BACKGROUNDS

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

DISCIPLINES

Current Level Max _____ ■□□□□
Potence _____ ●0000
_____ 00000
_____ 00000
_____ 00000

VIRTUES

Conscience _____ ●0000
Self-Control _____ ●0000
Courage _____ ●0000

OTHER TRAITS

_____ 00000
_____ 00000
_____ 00000
_____ 00000

HUMANITY

0 0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0 0

MERITS/FLAWS

□ □ □ □ □ □ □ □ □ □ □

BLOOD POOL

□ □ □ □ □ □ □ □ □ □ □

HEALTH

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

EXPERIENCE

TOTAL: Spent: