

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

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

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

