

VAMPIRE

The Munchkin

NAME: Does it matter?

PLAYER:

CHRONICLE:

NATURE: I like to kill things.

DEMEANOR: I like to kill things.

CLAN: One with 133t disciplines.

GENERATION:

HAVEN:

CONCEPT: Umm, a killer?

ATTRIBUTES

PHYSICAL

Strength ●●●●●●
Dexterity ●●●●●●
Stamina ●●●●●●

SOCIAL

Charisma ●●●●●●
Manipulation ●●●●●●
Appearance ●●●●●●

MENTAL

Perception ●●●●●●
Intelligence ●●●●●●
Wits ●●●●●●

ABILITIES

TALENTS

Athletics ●●●●●●
Brawl ●●●●●●
Dodge ●●●●●●

SKILLS

Drive ●●●●●●
Firearms ●●●●●●
Melee ●●●●●●
Stealth ●●●●●●

KNOWLEDGES

ADVANTAGES

BACKGROUNDS

●●●●●●

DISCIPLINES

●●●●●●
●●●●●●
●●●●●●
●●●●●●
●●●●●●
●●●●●●
●●●●●●

VIRTUES

Conscience/Conviction ●●●●●●
Self-Control/Instinct ●●●●●●
Courage ●●●●●●

MERITS/FLAWS

Huge Size 4 pt Merit

HUMANITY/PATH

● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WILLPOWER

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

BLOOD POOL

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

HEALTH

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

EXPERIENCE