

Ravnos™

VAMPIRE: The Masquerade®

Name:

Nature:

Clan:

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

Animalism _____ ○○○○○○○○

Chimerstry _____ ○○○○○○○○

Fortitude _____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

_____ ○○○○○○○○

Backgrounds

_____ ○○○○○○○○

_____ ○○○○○○○○

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_____ ○○○○○○○○

_____ ○○○○○○○○

Virtues

Conscience _____ ●○○○○○

Self-Control _____ ●○○○○○

Courage _____ ●○○○○○

Other Traits

_____ ○○○○○○○○

_____ ○○○○○○○○

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Humanity/Path

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □

□ □ □ □ □ □ □ □ □ □

Health

Bruised ☐

Hurt -1 ☐

Injured -1 ☐

Wounded -2 ☐

Mauled -2 ☐

Crippled -5 ☐

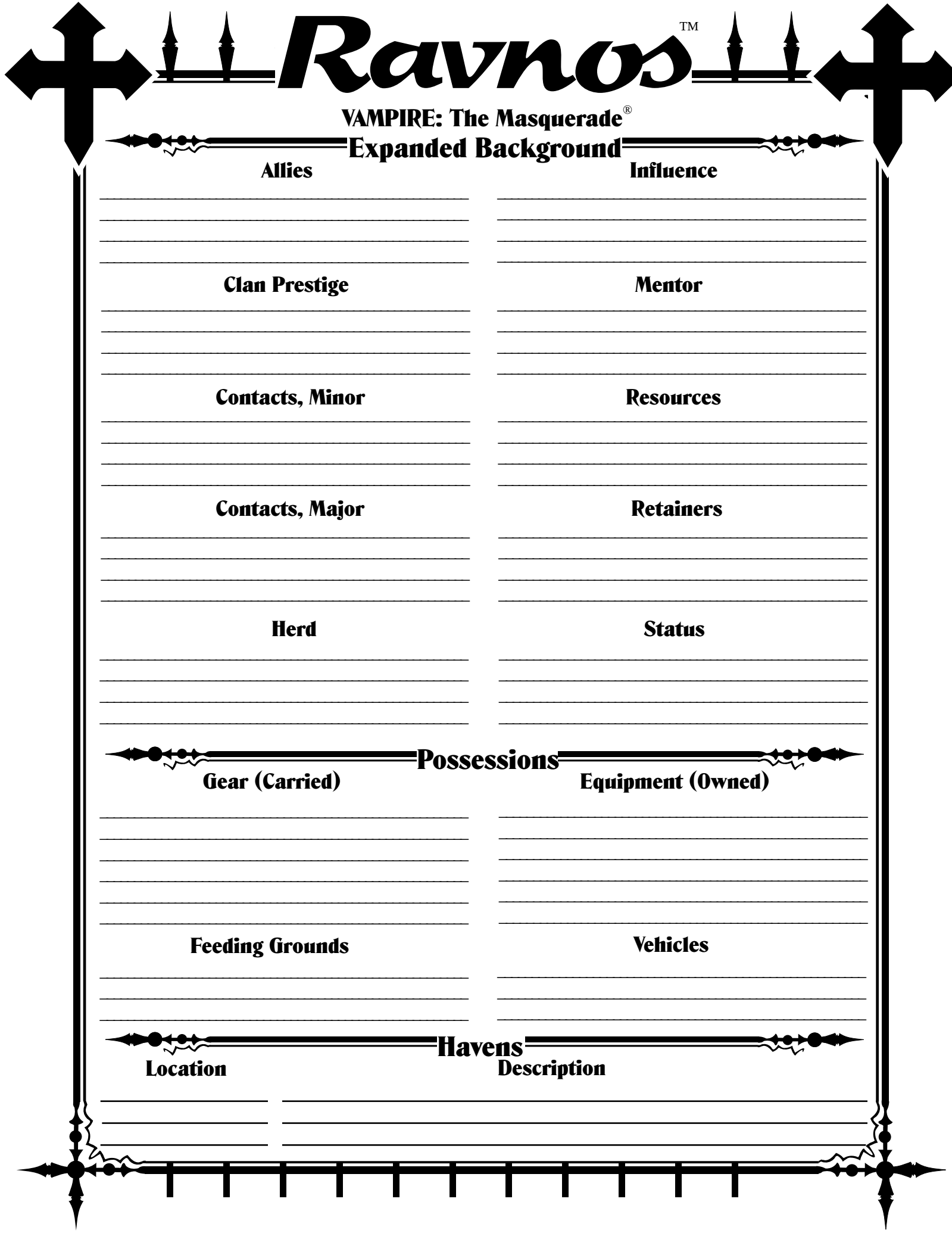
Incapacitated ☐

Weakness

*Must make Self-Control roll
not to commit crime of choice*

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

Armor:



RavnosTM

VAMPIRE: The Masquerade[®]

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

