



BLOOD BROTHERS

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Haven:

ATTRIBUTES

Physical

Strength _____ ●○○○○○○○○
 Dexterity _____ ●○○○○○○○○
 Stamina _____ ●○○○○○○○○

Social

Charisma _____ ●○○○○○○○○
 Manipulation _____ ●○○○○○○○○
 Appearance _____ ●○○○○○○○○

Mental

Perception _____ ●○○○○○○○○
 Intelligence _____ ●○○○○○○○○
 Wits _____ ●○○○○○○○○

ABILITIES

Talents

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

Skills

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

Knowledges

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

ADVANTAGES

Disciplines

Fortitude _____ ○○○○○○○○○
 Potence _____ ○○○○○○○○○
 Sanguinus _____ ○○○○○○○○○
 _____ ○○○○○○○○○
 _____ ○○○○○○○○○

Backgrounds

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

Virtues

Conscience/Conviction _____ ●○○○○○
 Self-Control/Instinct _____ ●○○○○○
 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

Shared Pain; Cannot Embrace

Experience



BLOOD BROTHERS

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Languages

Experience

Total: _____

Total Spent: _____

Spent on: _____

Derangements

COMBAT

Weapon	Difficulty	Damage	Range	Rate	Conceal

Armor



BLOOD BROTHERS

EXPANDED BACKGROUNDS

ALLIES

INFLUENCE

CLAN PRESTIGE

MENTOR

CONTACTS, MINOR

RESOURCES

CONTACTS, MAJOR

RETAINERS

HERD

STATUS

OTHER

OTHER

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)
