



Giovanni

Name:

Nature:

Generation:

Player:

Demeanor:

Sire:

Chronicle:

Concept:

Haven:

ATTRIBUTES

Physical

Strength 00000000
Dexterity 00000000
Stamina 00000000

Social

Charisma 00000000
Manipulation 00000000
Appearance 00000000

Mental

Perception 00000000
Intelligence 00000000
Wits 00000000

ABILITIES

Talents

Alertness 00000000
Athletics 00000000
Brawl 00000000
Dodge 00000000
Empathy 00000000
Expression 00000000
Intimidation 00000000
Leadership 00000000
Streetwise 00000000
Subterfuge 00000000

Skills

Animal Ken 00000000
Crafts 00000000
Drive 00000000
Etiquette 00000000
Firearms 00000000
Melee 00000000
Performance 00000000
Security 00000000
Stealth 00000000
Survival 00000000

Knowledges

Academics 00000000
Computer 00000000
Finance 00000000
Investigation 00000000
Law 00000000
Linguistics 00000000
Medicine 00000000
Occult 00000000
Politics 00000000
Science 00000000

ADVANTAGES

Disciplines

Dominate 00000000
Necromancy 00000000
Potence 00000000
 00000000
 00000000

Backgrounds

00000000
 00000000
 00000000
 00000000
 00000000

Virtues

Conscience/Conviction 00000
Self-Control/Instinct 00000
Courage 00000

Other Traits

00000000
 00000000
 00000000
 00000000
 00000000
 00000000
 00000000
 00000000
 00000000
 00000000
 00000000
 00000000

Humanity/Path

0000000000000000

Willpower

00000000000000

Blood Pool

Health

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

Weakness

Kiss Causes Pain Instead Of Pleasure

Experience



Giovanni

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Cost

==== Languages ====

==== Experience ====

Total: _____

Total Spent: _____

Spent on: _____

==== Derangements ====

COMBAT

Weapon	Difficulty	Damage	Range	Rate	Conceal

Armor



Giovanni

EXPANDED BACKGROUNDS

ALLIES

CLAN PRESTIGE

CONTACTS, MINOR

CONTACTS, MAJOR

HERD

OTHER

INFLUENCE

MENTOR

RESOURCES

RETAINERS

STATUS

OTHER

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)
