



# TOREADOR™



Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Generation:  
Sire:  
Haven:

## ATTRIBUTES

<b>Physical</b>	<b>Social</b>	<b>Mental</b>
Strength _____●○○○○○○○○	Charisma _____●○○○○○○○○	Perception _____●○○○○○○○○
Dexterity _____●○○○○○○○○	Manipulation _____●○○○○○○○○	Intelligence _____●○○○○○○○○
Stamina _____●○○○○○○○○	Appearance _____●○○○○○○○○	Wits _____●○○○○○○○○

## ABILITIES

<b>Talents</b>	<b>Skills</b>	<b>Knowledges</b>
Alertness _____○○○○○○○○	Animal Ken _____○○○○○○○○	Academics _____○○○○○○○○
Athletics _____○○○○○○○○	Crafts _____○○○○○○○○	Computer _____○○○○○○○○
Brawl _____○○○○○○○○	Drive _____○○○○○○○○	Finance _____○○○○○○○○
Dodge _____○○○○○○○○	Etiquette _____○○○○○○○○	Investigation _____○○○○○○○○
Empathy _____○○○○○○○○	Firearms _____○○○○○○○○	Law _____○○○○○○○○
Expression _____○○○○○○○○	Melee _____○○○○○○○○	Linguistics _____○○○○○○○○
Intimidation _____○○○○○○○○	Performance _____○○○○○○○○	Medicine _____○○○○○○○○
Leadership _____○○○○○○○○	Security _____○○○○○○○○	Occult _____○○○○○○○○
Streetwise _____○○○○○○○○	Stealth _____○○○○○○○○	Politics _____○○○○○○○○
Subterfuge _____○○○○○○○○	Survival _____○○○○○○○○	Science _____○○○○○○○○

## ADVANTAGES

<b>Disciplines</b>	<b>Backgrounds</b>	<b>Virtues</b>
Auspex _____○○○○○○○○	_____○○○○○○○○	Conscience/Conviction _____●○○○○○
Celerity _____○○○○○○○○	_____○○○○○○○○	Self-Control/Instinct _____●○○○○○
Presence _____○○○○○○○○	_____○○○○○○○○	Courage _____●○○○○○
_____○○○○○○○○	_____○○○○○○○○	
_____○○○○○○○○	_____○○○○○○○○	

### Other Traits

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### Humanity/Path

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### Willpower

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### Blood Pool

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### Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### Weakness

Enraptured By Beauty; Self-Control Roll (Dif 6)  
 To Remain Active

### Experience

\_\_\_\_\_







# TOREADOR™



## EXPANDED BACKGROUNDS

ALLIES

INFLUENCE

CLAN PRESTIGE

MENTOR

CONTACTS, MINOR

RESOURCES

CONTACTS, MAJOR

RETAINERS

HERD

STATUS

OTHER

OTHER

## POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)



