

Venture™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Generation:
Sire:
Haven:

ATTRIBUTES

Physical		Social		Mental	
Strength	●○○○○○○○○	Charisma	●○○○○○○○○	Perception	●○○○○○○○○
Dexterity	●○○○○○○○○	Manipulation	●○○○○○○○○	Intelligence	●○○○○○○○○
Stamina	●○○○○○○○○	Appearance	●○○○○○○○○	Wits	●○○○○○○○○

ABILITIES

Talents		Skills		Knowledges	
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

Disciplines		Backgrounds		Virtues	
Dominate	○○○○○○○○○○		○○○○○○○○○○	Conscience/Conviction	●○○○○○
Fortitude	○○○○○○○○○○		○○○○○○○○○○	Self-Control/Instinct	●○○○○○
Presence	○○○○○○○○○○		○○○○○○○○○○	Courage	●○○○○○
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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		□
Hurt	-1	□
Injured	-1	□
Wounded	-2	□
Mauled	-2	□
Crippled	-5	□
Incapacitated		□

Weakness

Feeding Restriction

Experience

Venture™

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Cost

==== Languages ====

==== Experience ====

Total: _____

Total Spent: _____

Spent on: _____

==== Derangements ====

COMBAT

Weapon	Difficulty	Damage	Range	Rate	Conceal

Armor

Venture™

EXPANDED BACKGROUNDS

ALLIES

INFLUENCE

CLAN PRESTIGE

MENTOR

CONTACTS, MINOR

RESOURCES

CONTACTS, MAJOR

RETAINERS

HERD

STATUS

OTHER

OTHER

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

Venture™

BOONS

Minor

OWED

Major

Life

Minor

OWNED

Major

Life

DOMAIN

Location/Size

Description/Notes
