

Karaktersblad

Döden i Venedig 1348

VAMPIRE

THE DARK AGES

NAME: Zaid ibn Rahmin
 PLAYER:
 CHRONICLE: Döden i Venedig

NATURE:
 Demeanor:
 CLAN: Assamite

GENERATION: 9th
 HAVEN:
 CONCEPT:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●○○○	Charisma	●●●○○○	Perception	●●●○○○
Dexterity	●●●○○○	Manipulation	●●●○○○	Intelligence	●●●○○○
Stamina	●●●○○○	Appearance	●●●○○○	Wits	●●●○○○

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Acting	○○○○○	Animal Ken	○○○○○	Academics	●○○○○
Alertness	●○○○○	Archery	●○○○○	Hearth Wisdom	○○○○○
Athletics	●○○○○	Crafts	○○○○○	Investigation	●○○○○
Brawl	●○○○○	Etiquette	●○○○○	Law	○○○○○
Dodge	●○○○○	Herbalism	○○○○○	Linguistics	●○○○○
Empathy	●○○○○	Melee	●○○○○	Medicine	●○○○○
Intimidation	●○○○○	Music	○○○○○	Occult	●○○○○
Larceny	●○○○○	Ride	●○○○○	Politics	○○○○○
Leadership	○○○○○	Stealth	●○○○○	Science	●○○○○
Subterfuge	○○○○○	Survival	○○○○○	Seneschal	○○○○○

ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
Quietus	●○○○○	Mentor	●○○○○	Conscience/Conviction	●○○○○
Celerity	●○○○○	Status	●○○○○	Self-Control/Restraint	●○○○○
Obfuscate	●○○○○		○○○○○	Courage	●○○○○
Thaumaturgy	●○○○○		○○○○○		
	○○○○○		○○○○○		

OTHER TRAITS

Mage Lore ●○○○○
 Meditation ●○○○○
 Cosmology ●○○○○
 Enigmas ●○○○○
 Wraith Lore ●○○○○

COMBAT

Weapon	Difficulty	Damage
Knives 3	4	Str + 1
Sword	6	Str + 4

ROAD of Blood

●●●●●●●●●○

WILLPOWER

●●●●●●●●○○

□□□□□□□□□□

BLOOD POOL

□□□□□□□□□□

□□□□□□□□□□

HEALTH

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

EXPERIENCE

VAMPIRE

THE DARK AGES

NAME: Mariá Esperanza
 PLAYER:
 CHRONICLE: Döden i Venedig

NATURE:
 Demeanor:
 CLAN: Lasombra

GENERATION: 8th
 HAVEN:
 CONCEPT:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●○○○	Charisma	●●●●○○	Perception	●●●○○○
Dexterity	●●●○○○	Manipulation	●●●○○○	Intelligence	●●●○○○
Stamina	●●●○○○	Appearance	●●●○○○	Wits	●●●○○○

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Acting	●○○○○○	Animal Ken	○○○○○○	Academics	○○○○○○
Alertness	●●●○○○	Archery	○○○○○○	Hearth Wisdom	○○○○○○
Athletics	●●●○○○	Crafts	○○○○○○	Investigation	●●●○○○
Brawl	○○○○○○	Etiquette	●●●○○○	Law	○○○○○○
Dodge	●●●○○○	Herbalism	○○○○○○	Linguistics	●●●○○○
Empathy	●○○○○○	Melee	●●●○○○	Medicine	●○○○○○
Intimidation	●●●○○○	Music	○○○○○○	Occult	●●●○○○
Larceny	●●●○○○	Ride	●●●○○○	Politics	●●●○○○
Leadership	●●●○○○	Stealth	●●●○○○	Science	○○○○○○
Subterfuge	●●●○○○	Survival	○○○○○○	Seneschal	●○○○○○

ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
Obtenebration	●○○○○○	Mentor	●●●○○○	Conscience/Conviction	●●●○○○
Potence	●○○○○○	Resources	●●○○○○	Self-Control/ Instincts	●●●○○○
Dominance	●●○○○○	Influence	●●○○○○	Courage	●●●○○○
Presence	●○○○○○		○○○○○○		
	○○○○○○		○○○○○○		

OTHER TRAITS

Seamanship ●●●○○○
 Navigation ●●●○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○

COMBAT

Weapon	Difficulty	Damage

ROAD

●●●●●●○○○○○

WILLPOWER

●●●●●●●●○○○
 □□□□□□□□□□

BLOOD POOL

□□□□□□□□□□
 □□□□□□□□□□

HEALTH

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

EXPERIENCE

VAMPIRE

THE DARK AGES

NAME: Claude de Bourgonville NATURE: GENERATION: 8th
 PLAYER: DEMEANOR: HAVEN:
 CHRONICLE: Döden i Venedig CLAN: Brujah CONCEPT:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●●●○	Charisma	●●●○○○	Perception	●●●○○○
Dexterity	●●●○○○	Manipulation	●●●○○○	Intelligence	●●●○○○
Stamina	●●●○○○	Appearance	●●●○○○	Wits	●●●○○○

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Acting	○○○○○○	Animal Ken	●○○○○○	Academics	●○○○○○
Alertness	●●○○○○	Archery	●●●○○○	Hearth Wisdom	○○○○○○
Athletics	●○○○○○	Crafts	○○○○○○	Investigation	●●○○○○
Brawl	●●○○○○	Etiquette	●○○○○○	Law	●●○○○○
Dodge	●●○○○○	Herbalism	○○○○○○	Linguistics	●○○○○○
Empathy	●●○○○○	Melee	●●●○○○	Medicine	○○○○○○
Intimidation	●●●○○○	Music	○○○○○○	Occult	●○○○○○
Larceny	○○○○○○	Ride	●●●○○○	Politics	●○○○○○
Leadership	○○○○○○	Stealth	●●○○○○	Science	●○○○○○
Subterfuge	●●○○○○	Survival	●○○○○○	Seneschal	○○○○○○

ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
Potency	●●○○○○	Generation	●●●○○○	Conscience/Conviction	●●●○○○
Celerity	●●○○○○	Contacts	●●○○○○	Self-Control/Instincts	●●●○○○
Presence	●○○○○○	Allies	●○○○○○	Courage	●●●○○○
Fortitude	●○○○○○	Status	●○○○○○		
	○○○○○○	Resources	●●○○○○		

OTHER TRAITS

Strategy ●○○○○○
 Battle Tactics ●●○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○

COMBAT

Weapon	Difficulty	Damage
Sword	6	Str + 4

ROAD

of Heaven

●●●●●●●●○○○

WILLPOWER

●●●●●●●○○○

□□□□□□□□□□

BLOOD POOL

□□□□□□□□□□

□□□□□□□□□□

HEALTH

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

EXPERIENCE

VAMPIRE

THE DARK AGES

NAME: Ludvicio Ghirlandio
 PLAYER:
 CHRONICLE: Döden i Venedig

NATURE:
 Demeanor:
 CLAN: Toreador

GENERATION: 8th
 HAVEN:
 CONCEPT:

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength ●●●○○○	Charisma ●●●○○○	Perception ●●●○○○
Dexterity ●●●○○○	Manipulation ●●●○○○	Intelligence ●●●○○○
Stamina ●●●○○○	Appearance ●●●○○○	Wits ●●●○○○

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting ●○○○○○	Animal Ken ○○○○○○	Academics ●○○○○○
Alertness ●●●○○○	Archery ○○○○○○	Hearth Wisdom ○○○○○○
Athletics ●○○○○○	Crafts ●●●○○○	Investigation ●○○○○○
Brawl ●○○○○○	Etiquette ●●○○○○	Law ○○○○○○
Dodge ●○○○○○	Herbalism ○○○○○○	Linguistics ●○○○○○
Empathy ●●○○○○	Melee ●○○○○○	Medicine ○○○○○○
Intimidation ●○○○○○	Music ●●○○○○	Occult ●○○○○○
Larceny ○○○○○○	Ride ●●○○○○	Politics ○○○○○○
Leadership ○○○○○○	Stealth ●●○○○○	Science ●●○○○○
Subterfuge ●●○○○○	Survival ○○○○○○	Seneschal ●○○○○○

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
Auspex ●○○○○○	Mentor ●○○○○○	Conscience/Conviction ●●●○○○
Presence ●●○○○○	Generation ●●●○○○	Self-Control/Instinct ●●○○○○
Celerity ●○○○○○	Influence ●○○○○○	Courage ●○○○○○
Dominate ●○○○○○	Status ●○○○○○	
○○○○○○○	Resources ●●●○○○	

OTHER TRAITS

Architecture ●●●○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○

COMBAT

Weapon	Difficulty	Damage

ROAD

of Humanitas

●●●●●●●●○○○

WILLPOWER

●●●●●○○○○○

□□□□□□□□□□

BLOOD POOL

□□□□□□□□□□

□□□□□□□□□□

HEALTH

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

EXPERIENCE

VAMPIRE THE DARK AGES

NAME: Saulize **NATURE:** **GENERATION:** 8th
PLAYER: **DEMEANOR:** **HAVEN:**
CHRONICLE: Döden i Venedig **CLAN:** Setite **CONCEPT:**

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength.....●●●●●●	Charisma.....●●●●●●	Perception.....●●●●●●
Dexterity.....●●●●●●	Manipulation.....●●●●●●	Intelligence.....●●●●●●
Stamina.....●●●●●●	Appearance.....●●●●●●	Wits.....●●●●●●

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting.....●●●●●●	Animal Ken.....●●●●●●	Academics.....●●●●●●
Alertness.....●●●●●●	Archery.....●●●●●●	Hearth Wisdom.....●●●●●●
Athletics.....●●●●●●	Crafts.....●●●●●●	Investigation.....●●●●●●
Brawl.....●●●●●●	Etiquette.....●●●●●●	Law.....●●●●●●
Dodge.....●●●●●●	Herbalism.....●●●●●●	Linguistics.....●●●●●●
Empathy.....●●●●●●	Melee.....●●●●●●	Medicine.....●●●●●●
Intimidation.....●●●●●●	Music.....●●●●●●	Occult.....●●●●●●
Larceny.....●●●●●●	Ride.....●●●●●●	Politics.....●●●●●●
Leadership.....●●●●●●	Stealth.....●●●●●●	Science.....●●●●●●
Subterfuge.....●●●●●●	Survival.....●●●●●●	Seneschal.....●●●●●●

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
Obfuscate.....●●●●●●●●●●●●	Conscience/Conviction.....●●●●●●
Presence.....●●●●●●●●●●●●	Self-Control/Instinct.....●●●●●●
Serpents.....●●●●●●●●●●●●	Courage.....●●●●●●
Auspex.....●●●●●●●●●●●●	
Dominare.....●●●●●●●●●●●●	

OTHER TRAITS	ROAD of Typhoon	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"/>

COMBAT	BLOOD POOL	EXPERIENCE															
<table border="1" style="width: 100%;"> <tr><th>Weapon</th><th>Difficulty</th><th>Damage</th></tr> <tr><td>Knife</td><td>4</td><td>Str + 1</td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </table>	Weapon	Difficulty	Damage	Knife	4	Str + 1									●●●●●●
Weapon	Difficulty	Damage															
Knife	4	Str + 1															

VAMPIRE THE DARK AGES

NAME: Baron Trabiatti **NATURE:** **GENERATION:** 8th
PLAYER: **DEMEANOR:** **HAVEN:**
CHRONICLE: Döden i Venedig **CLAN:** Toreador **CONCEPT:**

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength.....●●●●●●	Charisma.....●●●●●●	Perception.....●●●●●●
Dexterity.....●●●●●●	Manipulation.....●●●●●●	Intelligence.....●●●●●●
Stamina.....●●●●●●	Appearance.....●●●●●●	Wits.....●●●●●●

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting.....●●●●●●	Animal Ken.....●●●●●●	Academics.....●●●●●●
Alertness.....●●●●●●	Archery.....●●●●●●	Hearth Wisdom.....●●●●●●
Athletics.....●●●●●●	Crafts.....●●●●●●	Investigation.....●●●●●●
Brawl.....●●●●●●	Etiquette.....●●●●●●	Law.....●●●●●●
Dodge.....●●●●●●	Herbalism.....●●●●●●	Linguistics.....●●●●●●
Empathy.....●●●●●●	Melee.....●●●●●●	Medicine.....●●●●●●
Intimidation.....●●●●●●	Music.....●●●●●●	Occult.....●●●●●●
Larceny.....●●●●●●	Ride.....●●●●●●	Politics.....●●●●●●
Leadership.....●●●●●●	Stealth.....●●●●●●	Science.....●●●●●●
Subterfuge.....●●●●●●	Survival.....●●●●●●	Seneschal.....●●●●●●

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
Presence.....●●●●●●●●●●●●	Conscience/Conviction.....●●●●●●
Auspex.....●●●●●●●●●●●●	Self-Control/Instinct.....●●●●●●
Celerity.....●●●●●●●●●●●●	Courage.....●●●●●●
Obfuscate.....●●●●●●●●●●●●	
Dominare.....●●●●●●●●●●●●	

OTHER TRAITS	ROAD of Humanitas	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"/>

COMBAT	BLOOD POOL	EXPERIENCE															
<table border="1" style="width: 100%;"> <tr><th>Weapon</th><th>Difficulty</th><th>Damage</th></tr> <tr><td>Knife</td><td>4</td><td>Str + 1</td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </table>	Weapon	Difficulty	Damage	Knife	4	Str + 1									●●●●●●
Weapon	Difficulty	Damage															
Knife	4	Str + 1															

VAMPIRE THE DARK AGES

NAME: Elisier **NATURE:** **GENERATION:** 5th
PLAYER: **DEMEANOR:** **HAVEN:**
CHRONICLE: Döden i Venedig **CLAN:** True Brujah **CONCEPT:**

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength.....●●●●●●	Charisma.....●●●●●●	Perception.....●●●●●●
Dexterity.....●●●●●●	Manipulation.....●●●●●●	Intelligence.....●●●●●●
Stamina.....●●●●●●	Appearance.....●●●●●●	Wits.....●●●●●●

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting.....●●●●●●	Animal Ken.....●●●●●●	Academics.....●●●●●●
Alertness.....●●●●●●	Archery.....●●●●●●	Hearth Wisdom.....●●●●●●
Athletics.....●●●●●●	Crafts.....●●●●●●	Investigation.....●●●●●●
Brawl.....●●●●●●	Etiquette.....●●●●●●	Law.....●●●●●●
Dodge.....●●●●●●	Herbalism.....●●●●●●	Linguistics.....●●●●●●
Empathy.....●●●●●●	Melee.....●●●●●●	Medicine.....●●●●●●
Intimidation.....●●●●●●	Music.....●●●●●●	Occult.....●●●●●●
Larceny.....●●●●●●	Ride.....●●●●●●	Politics.....●●●●●●
Leadership.....●●●●●●	Stealth.....●●●●●●	Science.....●●●●●●
Subterfuge.....●●●●●●	Survival.....●●●●●●	Seneschal.....●●●●●●

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
Potence.....●●●●●●●●●●●●	Conscience/Conviction.....●●●●●●
Presence.....●●●●●●●●●●●●	Self-Control/Instinct.....●●●●●●
Temporis.....●●●●●●●●●●●●	Courage.....●●●●●●
Dominare.....●●●●●●●●●●●●	
Celerity.....●●●●●●●●●●●●	

OTHER TRAITS	ROAD of Humanitas	HEALTH
Thaumaturgy.....●●●●●●●●●●●●	Bruised..... <input type="checkbox"/>
Lure of Flames.....●●●●●●●●●●●●	Hurt.....-1 <input type="checkbox"/>
Auspex.....●●●●●●●●●●●●	Injured.....-1 <input type="checkbox"/>
.....●●●●●●●●●●●●	Wounded.....-2 <input type="checkbox"/>
.....●●●●●●●●●●●●	Mauled.....-2 <input type="checkbox"/>
.....●●●●●●●●●●●●	Crippled.....-5 <input type="checkbox"/>
.....●●●●●●●●●●●●	Incapacitated..... <input type="checkbox"/>

COMBAT	BLOOD POOL	EXPERIENCE															
<table border="1" style="width: 100%;"> <tr><th>Weapon</th><th>Difficulty</th><th>Damage</th></tr> <tr><td>Staff</td><td>4</td><td>Str + 2</td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </table>	Weapon	Difficulty	Damage	Staff	4	Str + 2									●●●●●●
Weapon	Difficulty	Damage															
Staff	4	Str + 2															

VAMPIRE THE DARK AGES

NAME: Amanda **NATURE:** **GENERATION:** 8th
PLAYER: **DEMEANOR:** **HAVEN:**
CHRONICLE: Döden i Venedig **CLAN:** Nosferatu **CONCEPT:**

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength.....●●●●●●	Charisma.....●●●●●●	Perception.....●●●●●●
Dexterity.....●●●●●●	Manipulation.....●●●●●●	Intelligence.....●●●●●●
Stamina.....●●●●●●	Appearance.....●●●●●●	Wits.....●●●●●●

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Acting.....●●●●●●	Animal Ken.....●●●●●●	Academics.....●●●●●●
Alertness.....●●●●●●	Archery.....●●●●●●	Hearth Wisdom.....●●●●●●
Athletics.....●●●●●●	Crafts.....●●●●●●	Investigation.....●●●●●●
Brawl.....●●●●●●	Etiquette.....●●●●●●	Law.....●●●●●●
Dodge.....●●●●●●	Herbalism.....●●●●●●	Linguistics.....●●●●●●
Empathy.....●●●●●●	Melee.....●●●●●●	Medicine.....●●●●●●
Intimidation.....●●●●●●	Music.....●●●●●●	Occult.....●●●●●●
Larceny.....●●●●●●	Ride.....●●●●●●	Politics.....●●●●●●
Leadership.....●●●●●●	Stealth.....●●●●●●	Science.....●●●●●●
Subterfuge.....●●●●●●	Survival.....●●●●●●	Seneschal.....●●●●●●

ADVANTAGES

DISCIPLINES	BACKGROUNDS	VIRTUES
Obfuscate.....●●●●●●	Mentor.....●●●●●●	Conscience/Conviction.....●●●●●●
Animalism.....●●●●●●	Contacts.....●●●●●●	Self-Control/Instinct.....●●●●●●
Dominare.....●●●●●●	Retainers.....●●●●●●	Courage.....●●●●●●
Potence.....●●●●●●	Allies.....●●●●●●	
.....●●●●●●	Status.....●●●●●●	

OTHER TRAITS	ROAD of Humanitas	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"/>

COMBAT	BLOOD POOL	EXPERIENCE															
<table border="1" style="width: 100%;"> <tr><th>Weapon</th><th>Difficulty</th><th>Damage</th></tr> <tr><td>Knife</td><td>4</td><td>Str + 1</td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td></tr> </table>	Weapon	Difficulty	Damage	Knife	4	Str + 1									●●●●●●
Weapon	Difficulty	Damage															
Knife	4	Str + 1															

Karaktärsblad

Döden i Venedig 1998



VAMPIRE: The Masquerade™

Name: Zaid ibn Rahmin
Player:
Chronicle: Döden i Venedig

Nature:
Demeanor:
Concept: Assamite

Sire:
Generation: 6th
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
Knowledge: Bureaucracy, Computer, Finance, Investigation, Law, Linguistics, Medicine, Occult, Politics, Science

Advantages

Disciplines: Quietus, Celerity, Obfuscate, Potence, Fortitude, Thaumaturgy, Lure of Flame
Backgrounds: Status, Contacts, Allies, Resources, Generation, Influence
Virtues: ~~Conscience~~ Conviction, Self-Control, Courage

Other Traits

Dominate
Other traits with dot indicators

Path of Blood

Path of Blood progress indicator

Willpower

Willpower progress indicator

Blood Pool

Blood Pool progress indicator

Health

Health status: Bruised, Hurt, Injured, Wounded, Mauled, Crippled, Incapacitated

Weakness

Combat table with columns: Weapon, Difficulty, Damage. Rows: Scimitar, 2st Glock 18, 3 Phos grenades

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Mariá Esperanza
Player:
Chronicle: Döden i Venedig

Nature:
Demeanor:
Concept: Lasombra

Sire:
Generation: 6th
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 ●○○○○○○○

Knowledge

Bureaucracy ●●●○○○○○
Computer ○○○○○○○○
Finance ●●●○○○○○
Investigation ●●●○○○○○
Law ●○○○○○○○
Linguistics ●●●○○○○○
Medicine ○○○○○○○○
Occult ●●●○○○○○
Politics ●●●○○○○○
Science ●●○○○○○○

Advantages

Disciplines

Obtenebration ●●●●●○○○
Dominate ●●●●○○○○
Potence ●●○○○○○○○
Thaumaturgy ●●●●○○○○
Movement of the Mind ●●○○○○○○○
Auspex ●●○○○○○○○
Presence ●●●○○○○○

Backgrounds

Status ●●●●○○○○○
Allies ●●●●○○○○○
Contacts ●●●●○○○○○
Retainers ●●●●○○○○○
Resources ●●●●○○○○○
Generation ●●○○○○○○○
Influence ●●●●○○○○○

Virtues

Conviction ●●●○○○
Self-Control ●●●●●
Courage ●●●○○○

Other Traits

Seamanship ●●●○○○○○
Navigation ●●●○○○○○
○○○○○○○○○
○○○○○○○○○

Path of Honorable

Allord

● ● ● ● ● ● ● ● ● ○ ○

Willpower

● ● ● ● ● ● ● ● ● ○ ○
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Health

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

Weakness

Combat

Weapon	Difficulty	Damage

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Claude dé Bourgonville Nature: Sire:
Player: Demeanor: Generation: 8th
Chronicle: Döden i Venedig Concept: Brujah Haven:

Attributes

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

Abilities

Talents Skills Knowledge
Acting Animal Ken Bureaucracy
Alertness Drive Computer
Athletics Etiquette Finance
Brawl Firearms Investigation
Dodge Melee Law
Empathy Music Linguistics
Intimidation Repair Medicine
Leadership Security Occult
Streetwise Stealth Politics
Subterfuge Survival Science

Advantages

Disciplines Backgrounds Virtues
Celerity Contacts Conscience
Potence Influence Self-Control
Presence Status Courage
Fortitude Resources
Dominate Allies
Protean Retainers
Auspex

Other Traits

00000000
00000000
00000000
00000000

Humanity

● ● ● ● ● ● ○ ○ ○ ○

Willpower

● ● ● ● ● ● ● ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Health

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

Weakness

Combat

Table with 3 columns: Weapon, Difficulty, Damage

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Ludvicio Ghirlandio
Player:
Chronicle: Döden i Venedig

Nature:
Demeanor:
Concept: Toreador

Sire:
Generation: 7th
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 ○○○○○○○○

Knowledge

Bureaucracy ●●●○○○○○
Computer ○○○○○○○○
Finance ●○○○○○○○
Investigation ●●●○○○○○
Law ●●●○○○○○
Linguistics ●●●●○○○○○
Medicine ○○○○○○○○
Occult ●●●○○○○○
Politics ●●●●○○○○○
Science ●●●●○○○○○

Advantages

Disciplines

Auspex ●●●●○○○○○
Presence ●●●●○○○○○
Celerity ●●●○○○○○
Dominate ●●●●○○○○○
Obfuscate ●●○○○○○○○
Fortitude ●○○○○○○○
○○○○○○○○○

Backgrounds

Generation ●●●●○○○○○
Age ●●●○○○○○
Status ●●●●○○○○○
Influence ●●●●○○○○○
Resources ●●●●●○○○
Contacts ●●●●○○○○○
Retainers ●●○○○○○○○

Virtues

Conscience ●●●○○○
Self-Control ●●●○○○
Courage ●●●○○○

Other Traits

Architecture ●●●●○○○○○
○○○○○○○○○
○○○○○○○○○
○○○○○○○○○

Humanity

● ● ● ● ● ○ ○ ○ ○ ○ ○

Willpower

● ● ● ● ● ● ● ○ ○ ○
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □
□ □ □ □ □ □ □ □ □ □

Health

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

Weakness

Combat

Weapon	Difficulty	Damage

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Natasha Grey Nature: Sire: Generation: 7th
Player: Black Hand leader Demeanor: Concept: Brujah Antitribu Haven:
Chronicle: Döden i Venedig

Attributes: Physical, Social, Mental. Strength, Dexterity, Stamina, Charisma, Manipulation, Appearance, Perception, Intelligence, Wits.

Abilities: Talents, Skills, Knowledge. Acting, Alertness, Athletics, Brawl, Dodge, Empathy, Intimidation, Leadership, Streetwise, Subterfuge, Animal Ken, Drive, Etiquette, Firearms, Mele, Music, Repair, Security, Stealth, Survival, Bureaucracy, Computer, Finance, Investigation, Law, Linguistics, Medicine, Occult, Politics, Science.

Advantages: Disciplines, Backgrounds, Virtues. Fortitude, Quietus, Celerity, Potence, Obfuscation, Dominate, Conviction, Instinct, Courage.

Other Traits, Humanity, Willpower, Blood Pool, Health, Weakness, Combat. Includes weapon table with columns for Weapon, Difficulty, and Damage.

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Falchion Nature: Sire: Generation: 8th
Player: Black Hand Assassin Demeanor: Concept: Assamite Antitribu Haven:
Chronicle: Döden i Venedig

Attributes: Physical, Social, Mental. Strength, Dexterity, Stamina, Charisma, Manipulation, Appearance, Perception, Intelligence, Wits.

Abilities: Talents, Skills, Knowledge. Acting, Alertness, Athletics, Brawl, Dodge, Empathy, Intimidation, Leadership, Streetwise, Subterfuge, Animal Ken, Drive, Etiquette, Firearms, Mele, Music, Repair, Security, Stealth, Survival, Bureaucracy, Computer, Finance, Investigation, Law, Linguistics, Medicine, Occult, Politics, Science.

Advantages: Disciplines, Backgrounds, Virtues. Celerity, Fortitude, Quietus, Obfuscate, Potence, Conviction, Instinct, Courage.

Other Traits, Humanity, Willpower, Blood Pool, Health, Weakness, Combat. Includes weapon table with columns for Weapon, Difficulty, and Damage.

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Alberto Nature: Sire: Generation: 7th
Player: Black Hand Assassin Demeanor: Concept: Lasombra Haven:
Chronicle: Döden i Venedig

Attributes: Physical, Social, Mental. Strength, Dexterity, Stamina, Charisma, Manipulation, Appearance, Perception, Intelligence, Wits.

Abilities: Talents, Skills, Knowledge. Acting, Alertness, Athletics, Brawl, Dodge, Empathy, Intimidation, Leadership, Streetwise, Subterfuge, Animal Ken, Drive, Etiquette, Firearms, Mele, Music, Repair, Security, Stealth, Survival, Bureaucracy, Computer, Finance, Investigation, Law, Linguistics, Medicine, Occult, Politics, Science.

Advantages: Disciplines, Backgrounds, Virtues. Obfuscation, Fortitude, Potence, Obfuscate, Celerity, Conviction, Instinct, Courage.

Other Traits, Humanity, Willpower, Blood Pool, Health, Weakness, Combat. Includes weapon table with columns for Weapon, Difficulty, and Damage.

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Saulze Nature: Sire: Generation: 6th
Player: Concept: Setite Haven:
Chronicle: Döden i Venedig

Attributes: Physical, Social, Mental. Strength, Dexterity, Stamina, Charisma, Manipulation, Appearance, Perception, Intelligence, Wits.

Abilities: Talents, Skills, Knowledge. Acting, Alertness, Athletics, Brawl, Dodge, Empathy, Intimidation, Leadership, Streetwise, Subterfuge, Animal Ken, Drive, Etiquette, Firearms, Mele, Music, Repair, Security, Stealth, Survival, Bureaucracy, Computer, Finance, Investigation, Law, Linguistics, Medicine, Occult, Politics, Science.

Advantages: Disciplines, Backgrounds, Virtues. Obfuscate, Presence, Serpentsis, Auspex, Dominate, Celerity, Fortitude, Conviction, Self-Control, Courage.

Other Traits, Humanity, Willpower, Blood Pool, Health, Weakness, Combat. Includes weapon table with columns for Weapon, Difficulty, and Damage.

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Elisier
Player:
Chronicle: Döden i Venedig
Nature: Demeanor: Concept: True Brujah
Sire: Generation: 5th
Haven:

Attributes section with Physical, Social, and Mental columns containing various skills like Strength, Dexterity, Charisma, etc.

Abilities section with Talents, Skills, and Knowledge columns containing various abilities like Acting, Animal Ken, Bureaucracy, etc.

Advantages section with Disciplines, Backgrounds, and Virtues columns containing various advantages like Celerity, Dominate, etc.

Other Traits, Health, and Combat sections containing various traits, health status (Bruised, Hurt, etc.), and a combat table.

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Amanda
Player:
Chronicle: Döden i Venedig
Nature: Demeanor: Concept: Nosferatu
Sire: Generation: 6th
Haven:

Attributes section with Physical, Social, and Mental columns containing various skills like Strength, Dexterity, Charisma, etc.

Abilities section with Talents, Skills, and Knowledge columns containing various abilities like Acting, Animal Ken, Bureaucracy, etc.

Advantages section with Disciplines, Backgrounds, and Virtues columns containing various advantages like Obfuscate, Dominate, etc.

Other Traits, Health, and Combat sections containing various traits, health status (Bruised, Hurt, etc.), and a combat table.

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Kindred Goon
Player:
Chronicle: Döden i Venedig
Nature: Demeanor: Concept: Mixed
Sire: Generation: 8th
Haven:

Attributes section with Physical, Social, and Mental columns containing various skills like Strength, Dexterity, Charisma, etc.

Abilities section with Talents, Skills, and Knowledge columns containing various abilities like Acting, Animal Ken, Bureaucracy, etc.

Advantages section with Disciplines, Backgrounds, and Virtues columns containing various advantages like Potence, Celerity, etc.

Other Traits, Health, and Combat sections containing various traits, health status (Bruised, Hurt, etc.), and a combat table.

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)



VAMPIRE: The Masquerade™

Name: Tempelriddare
Player:
Chronicle: Döden i Venedig
Nature: Demeanor: Concept: Ghoul
Sire: Generation:
Haven:

Attributes section with Physical, Social, and Mental columns containing various skills like Strength, Dexterity, Charisma, etc.

Abilities section with Talents, Skills, and Knowledge columns containing various abilities like Acting, Animal Ken, Bureaucracy, etc.

Advantages section with Disciplines, Backgrounds, and Virtues columns containing various advantages like Celerity, Potence, etc.

Other Traits, Health, and Combat sections containing various traits, health status (Bruised, Hurt, etc.), and a combat table.

Attributes:10/7/5 Abilities:20/12/8 Disciplines:10 Backgrounds:15 Virtues:7 Freebie Points:20 (7/5/2/1)