

Malkavian Antitribu

NAME:

NATURE:

GENERATION:

PLAYER:

DEMEANOR:

SIRE:

CHRONICLE:

CONCEPT:

HAVEN:

ATTRIBUTES

PHYSICAL

Strength _____ ●0000
 Dexterity _____ ●0000
 Stamina _____ ●0000

SOCIAL

Charisma _____ ●0000
 Manipulation _____ ●0000
 Appearance _____ ●0000

MENTAL

Perception _____ ●0000
 Intelligence _____ ●0000
 Wits _____ ●0000

ABILITIES

TALENTS

Alertness _____ 00000
 Athletics _____ 00000
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

SKILLS

Animal Ken _____ 00000
 Crafts _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000

KNOWLEDGES

Academics _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

ADVANTAGES

BACKGROUNDS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

DISCIPLINES

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

VIRTUES

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

MERITS/FLAWS

HUMANITY/DATH

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

BLOOD POOL

HEALTH

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

WEAKNESS

Derangement,
 and cannot spend Willpower
 To resist Frenzy



Malkavian Antitribu

EXPANDED BACKGROUND

ALLIES

MENTOR

CONTACTS

RESOURCES

FAME

RETAINERS

HERD

STATUS

INFLUENCE

OTHER

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

FEEDING GROUNDS

VEHICLES

HAVENS

LOCATION

DESCRIPTION
