

Giovanni

Name: Vincent Mancini

Nature: Scientist

Generation: 11th

Player: Wesley

Demeanor: Creep Show

Sire:

Chronicle: Aftermath of Madness

Concept: Freak

Title:

Attributes

Physical

Strength ●●●●●
Dexterity ●●●●●
Stamina ●●●●●

Social

Charisma ●●●●●
Manipulation ●●●●●
Appearance ●●●●●

Mental

Perception ●●●●●
Intelligence ●●●●●
Wits ●●●●●

Abilities

Talents

Alertness ○○○○○
Athletics ○○○○○
Awareness ●●○○○
Brawl ●○○○○
Empathy ●○○○○
Expression ●○○○○
Intimidation ●●○○○
Leadership ○○○○○
Streetwise ●○○○○
Subterfuge ●○○○○
○○○○○

Skills

Animal Ken ○○○○○
Crafts ●○○○○
Drive ○○○○○
Etiquette ●○○○○
Firearms ●○○○○
Larceny ○○○○○
Melee ●○○○○
Performance ●○○○○
Stealth ●●○○○
Survival ●●○○○
○○○○○

Knowledges

Academics ●●○○○
Computer ●○○○○
Finance ●●○○○
Investigation ●●○○○
Law ○○○○○
Medicine ●●○○○
Occult ●●●○○
Politics ●○○○○
Science ●●○○○
Technology ●○○○○
○○○○○

Advantages

Disciplines

Dominate ●○○○○
Necromancy ●●●○○
Potence ○○○○○
○○○○○
○○○○○
○○○○○

Backgrounds

Contacts ●○○○○
Generation ●●○○○
Resources ●●●○○
Domain ●●○○○
○○○○○
○○○○○

Virtues

Conscience/~~Conviction~~ ●●●○○
Self-Control/~~Instinct~~ ●●●○○
Courage ●●●○○

Necromancy Paths

Sepulchre* 3
Bone Path 2
Insight - lvl1 Ritual
Medium (Merit)
Child (Flaw)
Short (Flaw)

Humanity/Path

Humanity
●●●●●○○○○○
Bearing: Normalcy (0)

Willpower

●●●●●○○○○○
□□□□□■□□□

Blood Pool

□□□□□□□□□
□□■□■□■□■
Blood Per Turn: 1

Health

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

Weakness

Kiss causes Pain instead of Pleasure!
Bite inflicts double damage

Experience

Attributes: 7/5/3 • Abilities: 13/9/5 • Disciplines: 3 • Backgrounds: 5 • Virtues: 7 • Freebie Points: 15 (7/5/2/1)