

Gangrel

VAMPIRE: The Masquerade®

Name: Alida Colins

Nature: Gallant

Clan: Gangrel

Player: NPC

Demeanor: Visionary

Generation: 9

Chronicle: Nashville

Concept: Politician

Haven: The Belmont Mansion

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 ●●●●●●●●

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

Advantages

Disciplines
 Animalism ●●●●●●●●
 Fortitude ●●●●●●●●
 Protean ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●

Backgrounds
 Allies ●●●●●●●●
 Herd ●●●●●●●●
 Influence ●●●●●●●●
 Resources ●●●●●●●●
 Mentor ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●

Virtues
 Conscience/Callousness ●●●●●●
 Self-Control/Instincts ●●●●●●
 Courage/Morale ●●●●●●

Other Traits

_____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
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Combat

Weapon	Difficulty	Damage

Humanity/Path

●●●●●●●●○○○○

Willpower

●●●●●●●●○○
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Blood Pool

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Health

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

Experience

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