

# Ventru

Nom :  
Joueur :  
Chronique :

Nature :  
Attitude :  
Concept :

Generation :  
Coterie :  
Refuge :

### Attributs

## Physique

Force .....	● ○ ○ ○ ○
Dextérité .....	● ○ ○ ○ ○
Vigueur .....	● ○ ○ ○ ○

## Social

Charisme . . . . .	● ○ ○ ○ ○
Manipulation . . . .	● ○ ○ ○ ○
Apparence . . . . .	● ○ ○ ○ ○

## Mental

Perception . . . .	● ○ ○ ○ ○
Intelligence . . .	● ○ ○ ○ ○
Astuce . . . . .	● ○ ○ ○ ○

## Capacities

## Talents

Athlétisme .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Bagarre .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Commandement ...	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Empathie .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Esquive .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Exp. de la rue .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Expression .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Intimidation .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Subterfuge .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Vigilance .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

## Competences

Animaux .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Arme à feu .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Artisanat .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Conduite .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Étiquette .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Furtivité .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Mêlée .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Représentation ...	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Sécurité .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Survie .....	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>

## Connaissances

Érudition . . . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Finance . . . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Informatique . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Investigation . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Loi . . . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Médecine . . . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Linguistique . . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Occultisme . . . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Politique . . . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Science . . . . .	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>




### ■ Advantages

## Historiques

## Disciplines

Domination.....	○○○○○
Endurance.....	○○○○○
Presence.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○
.....	○○○○○

Vertus

Conscience/ Conviction	
Maîtrise de soi/ Instinct	
Courage	

### → Atouts & Handicaps →

## Humanite-Voie

## - Volonte

## - Points de Sang

## - Sante

Contusion		<input type="checkbox"/>
Blessure légère	-1	<input type="checkbox"/>
Blessure moyenne	-1	<input type="checkbox"/>
Blessure grave	-2	<input type="checkbox"/>
Handicap	-2	<input type="checkbox"/>
Infirmité	-5	<input type="checkbox"/>
Incapacité		<input type="checkbox"/>

**Faiblesse :**  
Restrictions  
nourricières

# VAMPIRE

## LA MASCARADE

## Autres traits

## Talents

[illegible]

## Competences

[illegible]

## Connaissances

[illegible]

## Rituals

[illegible]

## Experience

Total : \_\_\_\_\_  
Total dépense : \_\_\_\_\_  
dépense pour :

## Der angenehme

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## Liens de Sang/ Vinculum

Лица	Тоққ	Лица	Тоққ

## Combat

[illegible]