

NAME: CHRONICLE: FACTION: TITLE: GENERATION: PREDATOR TYPE: COMPULSION:

FACTION:				
+E_)-	ATTRIB	UTES——	1)	•E)
PHYSICAL	one Attributes at 4; three Attributes at 3; SOCI			ITAL
Strength 🐐 00000	Charisma	00000	Intelligence	00000
Dexterity OCOO	Manipulation	00000	Wits	00000
Stamina 400000	Composure	00000	Resolve	00000
7	_		l	
◆ E)	(Take three Skills at 3; five Skills	at 2; and seven Skills at 1)		
Athletics00000	Animal Ken		Academics	00000
Brawl00000	Etiquette	00000	Awareness	
Craft00000	Insight	00000	Finance	
Drive00000	Intimidation		Investigation	00000
Firearms00000	Leadership			00000
Larceny00000	Performance			00000
MeleeOOOOO	Persuasion	00000		00000
Stealth00000	Streetwise	00000		00000
Survival00000	Subterfuge	00000		00000
• 🚉				(3•
CHRONICLE TENETS	TOUCHSTONES &	CONVICTIONS	CLAN	N BANE
			Severity:	
→E DISCIP	LINES———	←	· ==	*E)
(One In-Clan Discipline at 2, one In-Clan Discipline	at 1, and one In-Clan or Out-of-Clan Di			ALTH nina +3)
00000	1	00000		مودده دقق
1	1		WILL	POWER 👃
2	2		(Resolve	+ Composure)
3	3	· · · · · · · · · · · · · · · · · · ·		
4	4		(Sta	IANITY rts at 7)
5	5			
00000		00000	HUI	NGER
1	1			
2	2		BLOOD	POTENCY
3	3		00000	00000
4	4		Blood Surge:	Mend Amount:
5	5			
00000		00000	Power Bonus:	Rouse Re-Roll:
1	1	00000		
2	2		Feeding Penalty:	Hunting:
3	3			
4	4	 	Resonance:	Initiative:
5	5	· · · · · · · · · · · · · · · · · · ·	₩	(Composure + Awareness)



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_	BACKGROUNDS	ADVANTAGES / DISADVANTAGES	HUNGER 🗆 🗆 🗆
	000	000	0: Immune to non supernaturally
	000	000	induced frenzy.
	000	000	1: Must drain mortal to Slake to
<u> </u>	000	000	zero hunger.
	000	000	2:
	000	000	3: Bestial Failures.
	000	000	4: Messy Criticals
	000	000	5: Involuntary Rouse check causes
	000	000	Hunger Frenzy check.
	000	000	Difficulty = 4 + # of involuntary
	000	000	Rouse Checks.
	000	000	(3+
	MERITS	FLAWS	CITY STATUS
	00000	00000	MONIKER ACCEPTANCE
	00000	00000	1:
	00000	00000	2:
	00000	00000	3:
	00000	00000	4:
	00000	00000	5:
	00000	00000	+ =
	00000	00000	
	00000	00000	Blinded: No line of sight, phys pools -5
	00000	00000	Distracted/Staggered: Lose Simple Action
	00000	00000	Frightened: Must move away from cause
	00000	00000	Grappled: Speed is 0 until resolved
+E)-	RITUALS & CI	EREMONIES	Helpless: Cannot attacked or defend
2			Impaired: -2 to all pools
			Prone: -2 defend vs. brawl/melee, +3 defense
			vs. range, speed is 1 step per action
			Weakened: -1 to physical offensive pools
			-€→OTHER NOTES — €
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→ €}	BIOGR	APHY————————————————————————————————————	
_	ge: Apparent Age: Date ance:	of Birth: Date of Death:	
History	7*		
			EXPERIENCE—C=
			Total:
			Spent: