

NAME: CHRONICLE: FACTION: TITLE:
GENERATION:

PREDATOR TYPE: COMPULSION:

FACTION:								
*E)		———ATTRIB	UTES		• € }			
~	· ·	ne Attributes at 4; three Attributes at 3;	four Attributes at 2; one Attribut	ì				
PHYSICAL		SOCIAL		MENTAL				
Strength	00000	Charisma	00000	Intelligence	00000			
Dexterity	00000	Manipulation	00000	Wits	00000			
Stamina	00000	Composure	00000	Resolve	00000			
*E)		SKIL	LS-		•			
(Take three Skills at 3; five Skills at 2; and seven Skills at 1)								
Athletics	00000	Animal Ken	00000	Academics	00000			
	00000	Etiquette	00000	Awareness	00000			
	00000	Insight	00000	Finance				
Drive	00000	Intimidation	00000	Investigation	00000			
Firearms	00000	Leadership	00000	Medicine	00000			
Larceny	00000	Performance	00000	Occult				
Melee	00000	Persuasion	00000	Politics				
Stealth	00000	Streetwise	00000	Science	00000			
Survival	00000	Subterfuge		Technology	00000			
								
				Severity:				
(One In-Clan Di	——DISCIP	LINES	*E)+	• =	·			
(One In-Clan Di	DISCIP scipline at 2, one In-Clan Discipline		scipline at 1)	HEA (Stami	LTH ina +3)			
(One In-Clan Di	DISCIP Scipline at 2, one In-Clan Discipline at 2	LINES at 1, and one In-Clan or Out-of-Clan Dis	ecipline at 1)	HEA (Stami	LTH ina +3)			
(One In-Clan Di	DISCIP scipline at 2, one In-Clan Discipline	LINES at 1, and one In-Clan or Out-of-Clan Dis	scipline at 1)	HEA (Stami	LTH ina +3) COWER Compositre)			
(One In-Clan Di.	DISCIP scipline at 2, one In-Clan Discipline	LINES at 1, and one In-Clan or Out-of-Clan Dis	scipline at 1)	HEA (Stami	LTH ina +3) COWER Compositre)			
(One In-Clan Di.	DISCIP scipline at 2, one In-Clan Discipline	LINES at I, and one In-Clan or Out-of-Clan Dis 1 2	scipline at 1)	HEA (Stamt) WILLP (Resolve +	LTH lina +3) COWER Compostare) ANITY			
(One In-Clan Di.	DISCIP scipline at 2, one In-Clan Discipline	LINES at 1, and one In-Clan or Out-of-Clan Dis 1 2 3	scipline at 1)	HEA (Stamt) WILLP (Resolve +	LTH fina +3) COWER Compostare)			
(One In Clan Di	scipline at 2, one In-Clan Discipline of OOOOO	LINES— at 1, and one In-Clan or Out-of-Clan Dis 1 2 3 4	Scipline at 1) 00000	HEA (Stami	LTH ina +3) COWER Composure) ANITY s at 7)			
(One In Clan Di	DISCIP scipline at 2, one In-Clan Discipline	LINES— at 1, and one In-Clan or Out-of-Clan Dis 1 2 3 4	scipline at 1)	HEA (Stami WILLP (Resolve + HUM (Start	LTH ina +3) COWER Composure) ANITY s at 7)			
(One In Clan Di	scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In-Clan or Out-of-Clan Dis 1 2 3 4 5	Scipline at 1) 00000	HEA (Stami	LTH ina +3) COWER Composure) ANITY s at 7) GER			
(One In Clan Di	scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In Clan or Out of Clan Dis 1 2 3 4 5 1 2 2	Scipline at 1) 00000	HEA (Stami	LTH ina +3) COWER Composure) ANITY s at 7) CGER COTENCY			
(One In-Clan Di. 1 2 3 4 5 1 2 3 4 5	scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In-Clan or Out-of-Clan Dis 1 2 3 4 5	Scipline at 1) 00000	HEA (Stami WILLP (Resolve + HUM (Start HUM (Start DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	ANITY s at 7) GGER POTENCY O O O O O			
(One In-Clan Di. 1	scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In-Clan or Out-of-Clan Dis 1 2 3 4 5 1 2 3 4 4 5	Scipline at 1) 00000	HEA (Stami	LTH ina +3) COWER Composure) ANITY s at 7) CGER COTENCY			
(One In-Clan Di. 1 2 3 4 5 1 2 3 4 5	scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In-Clan or Out-of-Clan Dis 1 2 3 4 5	Scipline at 1) 00000	HEA (Stami WILLP (Resolve + Company Company	ANITY s at 7) GER OTENCY O O O O O Mend Amount:			
(One In-Clan Di. 1	scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In-Clan or Out-of-Clan Dis 1 2 3 4 5 1 2 3 4 4 5	Scipline at 1) 00000	HEA (Stami WILLP (Resolve + HUM (Start HUM (Start DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	ANITY s at 7) GGER POTENCY O O O O O			
(One In-Clan Di. 1	DISCIP scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In Clan or Out of Clan Dis 1 2 3 4 5 1 2 3 4 5 1 1 2 3 4 5 1 1	OOOOO	HEA (Starmi WILLP (Resolve + HUM (Start HUN O O O O O Blood Surge: Power Bonus:	ANITY s at 7) GER OTENCY O O O O O Mend Amount: Rouse Re-Roll:			
(One In-Clan Di. 1	DISCIP scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In-Clan or Out-of-Clan Dis 1 2 3 4 5 1 2 3 4 4 5	OOOOO	HEA (Stami WILLP (Resolve + Company Company	ANITY s at 7) GER OTENCY O O O O O Mend Amount:			
(One In-Clan Di. 1	DISCIP scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In Clan or Out of Clan Dis 1 2 3 4 5 1 2 3 4 5 1 1 2 3 4 5 1 1	OOOOO	HEA (Stami WILLP (Resolve + HUM) (Start HUN) (Start HUN) (Start HUN) (Start BLOOD I O O O O Blood Surge: Power Bonus: Feeding Penalty:	COWER Composure) ANITY s at 7) GER OOTENCY OOOOO Mend Amount: Rouse Re-Roll: Hunting:			
(One In-Clan Di. 1	DISCIP scipline at 2, one In-Clan Discipline of OOOOO	LINES at 1, and one In-Clan or Out-of-Clan Dis 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5 1 2 3 4 5	OOOOO	HEA (Starmi WILLP (Resolve + HUM (Start HUN O O O O O Blood Surge: Power Bonus:	ANITY s at 7) GER OTENCY O O O O O Mend Amount: Rouse Re-Roll:			



◆€} —	———OTHER	TRAITS	→€	, +E)	• []	
	BACKGROUNDS	ADVANTAGES / DISAI	OVANTAGES	HUNGER		
	000		000	0: Immune to nor	n supernaturally	
	000				induced frenzy.	
	000			1: Must drain mor	rtal to Slake to	
000			000	zero hunger.		
	000	· · · · · · · · · · · · · · · · · · ·	000	2:		
	000		000	3: Bestial Failures	•	
000				2	4: Messy Criticals	
				5: Involuntary Rouse check causes		
	000		000	Hunger Frenzy check. Difficulty = 4 + # of involuntary		
	000		000			
	000		000	Rouse Checks.		
	000		000	+E)+	·	
	MERITS	FLAWS		CITY STATUS	-	
	00000		00000	MONIKER	ACCEPTANCE	
	00000		00000	1:		
	00000		00000	2:		
	00000		00000);		
	00000		00000	4:		
	00000		00000	5:		
	00000		00000	→∈)		
	00000		00000			
	00000		00000	Blinded: No line of st		
	00000	/	00000	Distracted/Staggere		
	00000		00000	Frightened: Must mo Grappled: Speed is 0		
	00000			Helpless: Cannot atta		
→ €7	RITUALS & C	EREMONIES——	→€ }	Impaired: -2 to all po		
				Prone: -2 defend vs. br		
					l is 1 step per action	
	/			Weakened: -1 to phys		
	//					
				→ => OTHER	NOTES—(=>	
					 	
•E)	BIOGR	APHY———	*E			
Tura A			~			
	ge: Apparent Age: Dat rance:		Death:			
TT						
History	/ ξ		 			
			· · · · · · · · · · · · · · · · · · ·	-EXPER	IENCE— (= >	
				Total:		
				1		
				· -		