

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

CHRONICLE:		GENERATION:			
FACTION:					_
•=}	(Take o	ATTRIB ne Attributes at 4; three Attributes at 3;	UTES	e at 1)	<del></del>
PHY	SICAL	MEN'	ΓAL		
Strength	00000	Charisma	00000	Intelligence	00000
Dexterity	00000	Manipulation	00000	Wits	00000
Stamina	00000	Composure	00000	Resolve	00000
•=}		SKIL	LS-		<del></del>
(Take three Skills at 2; and seven Skills at 1)					
	00000	Animal Ken	00000	Academics	
	00000	Etiquette		Awareness	
	00000	Insight	00000	Finance	
	00000	Intimidation		Investigation	
	00000	Leadership		Medicine	00000
	00000	Performance		OccultPolitics	
	00000	PersuasionStreetwise		Science	00000
	00000	Subterfuge		Technology	
	00000	oubterruge	00000	recliniology	
CHRONIC					
				Severity:	
• = 1	DISCIP	LINES	**************************************	Severity:	——————————————————————————————————————
• = 1	scipline at 2, one In Clan Discipline o		cipline at 1)	Severity:	LTH
• = ].	DISCIP scipline at 2, one In-Clan Discipline of	LINES	**************************************	Severity:	LTH ina +3)
(One In Clan Di	scipline at 2, one In Clan Discipline o	LINES	cipline at 1)	Severity:	LTH
(One In-Clan Di	scipline at 2, one In Clan Discipline o	LINES at 1, and one In-Clan or Out-of-Clan Dis	cipline at 1)	Severity:	LTH lina +3)  OWER Composure)
(One In-Clan Di.	scipline at 2, one In Clan Discipline o	LINES  at I, and one In Clan or Out of Clan Dis  1 2	cipline at 1)	Severity:  HEA (Stami	LTH ina +3)  OWER Composure)  ONITY
(One In-Clan Di.	scipline at 2, one In Clan Discipline o	LINES— at 1, and one In Clan or Out-of-Clan Dis  1 2 3	cipline at 1)	Severity:  HEA (Stami	LTH ina +3)  OWER Composure)
(One In-Clan Di.	OOOOO	LINES— at I, and one In-Clan or Out-of-Clan Dis  1 2 3 4	cipline at 1) 00000	Severity:  HEA (Stami	LTH lina +3)  DOWER Compositore)  Compositore  ANITY s at 7)
(One In-Clan Di.	scipline at 2, one In Clan Discipline o	LINES— at I, and one In-Clan or Out-of-Clan Dis  1 2 3 4	cipline at 1)	Severity:  HEA (Stami	LTH lina +3)  DOWER Composure)  ANITY s at 7)
(One In-Clan Di.  1 2 3 4	OOOOO	LINES— at I, and one In-Clan or Out-of-Clan Dis  1 2 3 4	cipline at 1) 00000	Severity:  HEA (Stami	LTH ina +3)  COWER Composure)  ANITY s at 7)  COER
(One In-Clan Di.  1	OOOOO	LINES  at 1, and one In Clan or Out of Clan Dis  1 2 3 4 5	cipline at 1) 00000	Severity:  HEA (Stami	LTH  ina +3)  OWER  Composure)  ANITY s at 7)  GER
(One In-Clan Di.	OOOOO	LINES— at 1, and one In Clan or Out-of-Clan Dis  1 2 3 4 5 1 2 1 2	cipline at 1) 00000	Severity:  HEA (Stami	LTH  ina +3)  OWER  Composure)  ANITY s at 7)  GER  OOTENCY
(One In-Clan Di	OOOOO	LINES  at I, and one In Clan or Out of Clan Dis  1 2 3 4 5  1 2 3 4 5	cipline at 1) 00000	Severity:  HEA (Stamt)  WILLP (Resolve +  CANTON CONTROL  HUM (Start)  HUN  CONTROL  BLOOD I  O O O O	LTH lina +3)  COWER Composure)  ANITY s at 7)  GER  COTENCY O O O O
(One In-Clan Di	OOOOO OOOOO	LINES at I, and one In Clan or Out-of Clan Dis  1 2 3 4 5  1 2 3 4 4 5	OOOOO	Severity:  HEA (Stamt)  WILLP (Resolve +  CANTON CONTROL  HUM (Start)  HUN  CONTROL  BLOOD I  O O O O	LTH lina +3)  COWER Composure)  ANITY s at 7)  GER  COTENCY O O O O
(One In-Clan Di	OOOOO	LINES— at 1, and one In Clan or Out-of-Clan Dis  1 2 3 4 5  1 2 3 4 5  1 5	cipline at 1) 00000	Severity:  HEA (Stami WILLP (Resolve +  HUM (Start  HUN  OOOOO  Blood Surge:	LTH lina +3)  COWER Composure)  ANITY s at 7)  CGER  COTENCY OOOOO  Mend Amount:
• = 7	OOOOO 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 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	OOOOO	Severity:  HEA (Stami WILLP (Resolve +  HUM (Start  HUN  OOOOO  Blood Surge:	LTH lina +3)  COWER Composure)  ANITY s at 7)  CGER  COTENCY OOOOO  Mend Amount:
(One In-Clan Di	OOOOO OOOOO	LINES— at 1, and one In Clan or Out-of-Clan Dis  1 2 3 4 5  1 2 3 4 5  1 5	OOOOO	Severity:  HEA (Stami  WILLP (Resolve +  HUM (Start  DOO DO  BLOOD I OOOOO  Blood Surge:  Power Bonus:	ANITY s at 7)  GER  OOTENCY O O O O O Mend Amount:  Rouse Re-Roll:
(One In-Clan Di	OOOOO OOOOO	LINES at I, 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	Severity:  HEA (Stami  WILLP (Resolve +  HUM (Start  DOO DO  BLOOD I OOOOO  Blood Surge:  Power Bonus:	LTH fina +3)  COWER Composure)  ANITY s at 7)  GER  COTENCY OOOOO  Mend Amount:  Rouse Re-Roll:



<b>←∈}</b> —	OTHER	TRAITS————————————————————————————————————	\ <del>-====================================</del>
	BACKGROUNDS	ADVANTAGES / DISADVANTAGES	HUNGER 🗆 🗆 🗆
	000	000	0: Immune to non supernaturally
	000	000	induced frenzy.
	000	000	1: Must drain mortal to Slake to
	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	
	000	000	Rouse Checks.
	000	000	+ <del>E)</del>
	MERITS	FLAWS	CITY STATUS 🗆 🗆 🗆
	00000	00000	
	00000	00000	
	00000	00000	
	00000	00000	3:
	00000	00000	4:
	00000	00000	5:
	00000	00000	(3+
	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 Grappled: Speed is 0 until resolved
			Helpless: Cannot attacked or defend
<b>→E</b> *)	RITUALS & C	EREMONIES————————————————————————————————————	Impaired: -2 to all pools
			Prone: -2 defend vs. brawl/melee, +3 defense
			vs. range, speed is 1 step per action
		7	Weakened: -1 to physical offensive pools
		<del></del>	
	/		→ COTHER NOTES → CO
<b>→</b> E <sup>T</sup> )	BIOGR	APHY————————————————————————————————————	
True Ag	ge: Apparent Age: Dat	e of Birth: Date of Death:	
-	ance:	• • • • • • • • • • • • • • • • • • • •	
<del></del>		<del> </del>	
History	<b>7</b> \$	<del></del>	
			- DWDEDIEDICE C
			-EXPERIENCE—C
			Total:
			₩ Spent: