

Giovanni

NAME:

AMBITION:

GENERATION:

CONCEPT:

DESIRE:

SIRE:

CHRONICLE:

PREDATOR TYPE:

TITLE:

ATTRIBUTES

PHYSICAL

Strength 00000
Dexterity 00000
Stamina 00000

SOCIAL

Charisma 00000
Manipulation 00000
Composure 00000

MENTAL

Intelligence 00000
Wits 00000
Resolve 00000

SKILLS

Athletics 00000	Animal Ken 00000	Academics 00000
Brawl 00000	Etiquette 00000	Awareness 00000
Craft 00000	Insight 00000	Finance 00000
Drive 00000	Intimidation 00000	Investigation 00000
Firearms 00000	Leadership 00000	Medicine 00000
Larceny 00000	Performance 00000	Occult 00000
Melee 00000	Persuasion 00000	Politics 00000
Stealth 00000	Streetwise 00000	Science 00000
Survival 00000	Subterfuge 00000	Technology 00000

CHRONICLE TENETS

TOUCHSTONES & CONVICTIONS

CLAN BANE

DISCIPLINES

00000	00000
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____
00000	00000
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____
00000	00000
1 _____	1 _____
2 _____	2 _____
3 _____	3 _____
4 _____	4 _____
5 _____	5 _____

HEALTH

□□□□ □□□□ □□□□

WILLPOWER

□□□□ □□□□ □□□□

HUMANITY

□□□□ □□□□

HUNGER

□□□□

BLOOD POTENCY

0 0 0 0 0 0 0 0 0 0

Blood Surge:

Mend Amount:

Power Bonus:

Rouse Re-Roll:

Feeding Penalty:

Bane Severity:

RESONANCE

HUNTING

Giovanni

← ADVANTAGES →

BACKGROUNDS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

← HAVEN →

No Haven? Haven Rating: OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

← EXPERIENCE →

Total: _____
Spent: _____

← WEAPONS →

WEAPON	DAMAGE
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

← BIOGRAPHY →

True Age: _____ Apparent Age: _____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: _____

← POSSESSIONS →

← NOTES →