

# TRENERE

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

_____	_____
_____	_____

# TRENERE

## ← ADVANTAGES →

### BACKGROUNDS

\_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO

### MERITS

\_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO  
 \_\_\_\_\_ OOOOO

### FLAWS

\_\_\_\_\_ OOOOO  
 \_\_\_\_\_ 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 →