

THE MINISTRY

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

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WILLPOWER

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HUMANITY

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HUNGER

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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

THE MINISTRY

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

WEAPONS

VEHICLES

NAME

DAMAGE

HAVEN

No Haven? Haven Merits

Haven Rating: OOOOO

Haven Name: _____

Haven Flaws

OOOOO

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Location: _____

Description: _____
