

BANU HAQIM

Name:
 Concept:
 Chronicle:

Ambition:
 Desire:
 Predator Type:

Generation:
 Sire:
 Title:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	00000	Charisma	00000	Intelligence	00000
Dexterity	00000	Manipulation	00000	Wits	00000
Stamina	00000	Composure	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 1 _____ 2 _____ 3 _____ 4 _____ 5 _____	_____ 00000 1 _____ 2 _____ 3 _____ 4 _____ 5 _____
_____ 00000 1 _____ 2 _____ 3 _____ 4 _____ 5 _____	_____ 00000 1 _____ 2 _____ 3 _____ 4 _____ 5 _____
_____ 00000 1 _____ 2 _____ 3 _____ 4 _____ 5 _____	_____ 00000 1 _____ 2 _____ 3 _____ 4 _____ 5 _____

HEALTH

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WILLPOWER

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HUMANITY

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HUNGER

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BLOOD POTENCY

00000 00000

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Bane Severity: _____

RESONANCE

HUNTING
