

LICINII

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Clan:
Wing:
Title:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

SKILLS — OTHER TRAITS

MENTAL (-3 UNSKILLED)

Academics	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Religion	00000
Warfare	00000

DISCIPLINES

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

BLOOD POTENCY

000000000000

PHYSICAL (-1 UNSKILLED)

Archery	00000
Athletics	00000
Brawl	00000
Larceny	00000
Ride	00000
Stealth	00000
Survival	00000
Weaponry	00000

MERITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

VITAE

□□□□□□□□□□
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HUMANITY

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

SOCIAL (-1 UNSKILLED)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

FLAWS

WEAKNESS

-2 on degeneration rolls to avoid losing humanity after committing inhumane act.
For Presence or Manipulation in social setting, 10-again does not apply & 1's subtract successes.

Size: _____
Speed: _____
Defense: _____
Armor: _____
Integrity: _____
Initiative Mod: _____
Experience: _____