

# LARVAE

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

### PHYSICAL (-1 UNSKILLED)

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

### SOCIAL (-1 UNSKILLED)

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

### DISCIPLINES

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

### MERITS

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

### FLAWS

_____	
_____	
_____	

### WEAKNESS

For Int. & Wits the 10-again rule does not apply, and any 1's rolled subtract from successes. Larvae are violent, once in combat of any kind they feel urge to frenzy, -2 penalty to resist.

### HEALTH

00000000000000
□□□□□□□□□□□□

### WILLPOWER

0000000000
□□□□□□□□□□

### BLOOD POTENCY

0000000000
------------

### VITAE

□□□□□□□□□□
□□□□□□□□□□

### HUMANITY

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

Size: \_\_\_\_\_  
Speed: \_\_\_\_\_  
Defense: \_\_\_\_\_  
Armor: \_\_\_\_\_  
Integrity: \_\_\_\_\_  
Initiative Mod: \_\_\_\_\_  
Experience: \_\_\_\_\_

