

Amara Havana

Name:

Virtue:

Covenant:

Player:

Vice:

Title:

Chronicle:

Concept:

Sex:

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 |
| Computer | 00000 |
| Investigation | 00000 |
| Medicine | 00000 |
| Occult | 00000 |
| Politics | 00000 |
| Science | 00000 |

Disciplines

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

Health

| |
|--------------|
| 000000000000 |
| □□□□□□□□□□ |

Willpower

| |
|------------|
| 0000000000 |
| □□□□□□□□□□ |

Blood Potency

| |
|------------|
| 0000000000 |
|------------|

Vitae

| |
|------------|
| □□□□□□□□□□ |
| □□□□□□□□□□ |

Vitae Per Turn: _____

Physical

(-1 Unskilled)

| | |
|-----------|-------|
| Athletics | 00000 |
| Brawl | 00000 |
| Drive | 00000 |
| Firearms | 00000 |
| Larceny | 00000 |
| Stealth | 00000 |
| Survival | 00000 |
| Weaponry | 00000 |

Merits

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

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

| | |
|-----------------|-------|
| Size: | _____ |
| Speed: | _____ |
| Defense: | _____ |
| Armor: | _____ |
| Initiative Mod: | _____ |
| Experience: | _____ |

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Humanity = 7 • Vitae = d10 roll

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Other Traits

____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
____ 00000

Rituals

| Name | Level |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

Derangements

Languages

History

Goals

Description

Age: _____ Hair: _____
Apparent Age: _____ Eyes: _____
R.I.P: _____ Height: _____
Sex: _____ Weight: _____
Race: _____ Nationality: _____

Vinculum

| Bound To | Stage | Bound To | Stage |
|----------|-------|----------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

Allies & Contacts

Gear & Equipment

Experience Chart:

Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Clan/Bloodline Discipline: New dots x5 • Theban Sorcery or Crúac Ritual: Ritual level x2
Other Discipline/Coils of the Dragon: New dots x7 • Merit: New dots x2 • Blood Potency: New dots x8 • Humanity: New dots x3 • Willpower: 8 xp