

# The Mercy Seat

Name:

Virtue:

Clan:

Player:

Vice:

Bloodline:

Chronicle:

Concept:

Favored Aspect: *Pneuma*

## Attributes

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

## Skills

### Mental

(-3 Unskilled)

|               |       |
|---------------|-------|
| Academics     | 00000 |
| Crafts        | 00000 |
| Computer      | 00000 |
| Investigation | 00000 |
| Medicine      | 00000 |
| Occult        | 00000 |
| Politics      | 00000 |
| Science       | 00000 |

### Physical

(-1 Unskilled)

|           |       |
|-----------|-------|
| Athletics | 00000 |
| Brawl     | 00000 |
| Drive     | 00000 |
| Firearms  | 00000 |
| Larceny   | 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 |
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| _____ | 00000 |
| _____ | 00000 |

## Merits

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## Flaws

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## Weakness

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## Other Traits

### Health

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### Willpower

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

### Blood Potency

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

### Vitae

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

Vitae Per Turn: \_\_\_\_\_

### 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: \_\_\_\_\_

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

# The Mercy Seat

## Other Traits

|       |       |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
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## Rituals

| Name  | Level |
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## Derangements

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## Languages

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## History

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## Goals

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## Description

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| _____ | _____ |

## Vinculum

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

## Allies & Contacts

|       |       |
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| _____ | _____ |

## Gear & Equipment

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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