

# Icarians

Name: \_\_\_\_\_

Player: \_\_\_\_\_

Chronicle: \_\_\_\_\_

Virtue: \_\_\_\_\_

Vice: \_\_\_\_\_

Concept: \_\_\_\_\_

Covenant: \_\_\_\_\_

Title: \_\_\_\_\_

Sex: \_\_\_\_\_

## 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

## Other Traits

### Disciplines

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

### Merits

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

### Flaws

_____
_____
_____

### Weakness

Suffer a -2 penalty to Humanity rolls to avoid acquiring derangements after a failed degeneration roll. An Icarian regains only half as much Willpower when a scene plays out according to her Virtues. A full nights rest also recovers no Willpower.

### Health

000000000000
□□□□□□□□□□

### Willpower

0000000000
□□□□□□□□□□

### Blood Potency

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### Vitae

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□□□□□□□□□□

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

# Tearians

## Other Traits

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

## Rituals

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Derangements

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## Languages

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## History

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## 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