

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

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

The Mercy Seat

Other Traits

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

Devotions

| | |
|-------------------------|-------------------------|
| Name: _____ Cost: _____ | Name: _____ Cost: _____ |
| Disciplines: _____ | Disciplines: _____ |
| _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 |
| Dice Pool: _____ | Dice Pool: _____ |
| Book: _____ Page# _____ | Book: _____ Page# _____ |
| Name: _____ Cost: _____ | Name: _____ Cost: _____ |
| Disciplines: _____ | Disciplines: _____ |
| _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 |
| Dice Pool: _____ | Dice Pool: _____ |
| Book: _____ Page# _____ | Book: _____ Page# _____ |
| Name: _____ Cost: _____ | Name: _____ Cost: _____ |
| Disciplines: _____ | Disciplines: _____ |
| _____ 00000 | _____ 00000 |
| _____ 00000 | _____ 00000 |
| Dice Pool: _____ | Dice Pool: _____ |
| Book: _____ Page# _____ | Book: _____ Page# _____ |

Rituals

| | | | |
|-------------|--------------|-------------|--------------|
| <i>Name</i> | <i>Level</i> | <i>Name</i> | <i>Level</i> |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

Combat

| Weapon/Attack | Damage | Range | Clip | Size | Strength | Cost |
|---------------|--------|-------|------|------|----------|------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

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

The Mercy Seat

Expanded Merits

Allies

Resources

Contacts

Retainers

Herd

Status

Mentor

Other (_____)

Possessions

Gear (Carried)

Equipment (Owned)

Vehicles

Misc.

Vinculum

Bound To

Stage

Bound To

Stage

Location

*Haven
Description*

