

# The Alley Men

Name:

Player:

Chronicle:

Virtue:

Vice:

Concept:

Regnant:

Regnant's Plan:

Regnant's Covenant:

## Attributes

POWER	Intelligence	OOOOO	Strength	OOOOO	Presence	OOOOO
FINESSE	Wits	OOOOO	Dexterity	OOOOO	Manipulation	OOOOO
RESISTANCE	Resolve	OOOOO	Stamina	OOOOO	Composure	OOOOO

## Skills

## Other Traits

### Mental

(+3 Unskilled)

Academics	_____	OOOOO
Crafts	_____	OOOOO
Computer	_____	OOOOO
Investigation	_____	OOOOO
Medicine	_____	OOOOO
Occult	_____	OOOOO
Politics	_____	OOOOO
Science	_____	OOOOO

### Physical

(-1 Unskilled)

Athletics	_____	OOOOO
Brawl	_____	OOOOO
Drive	_____	OOOOO
Firearms	_____	OOOOO
Larceny	_____	OOOOO
Stealth	_____	OOOOO
Survival	_____	OOOOO
Weaponry	_____	OOOOO

### Social

(-1 Unskilled)

Animal Ken	_____	OOOOO
Empathy	_____	OOOOO
Expression	_____	OOOOO
Intimidation	_____	OOOOO
Persuasion	_____	OOOOO
Socialize	_____	OOOOO
Streetwise	_____	OOOOO
Subterfuge	_____	OOOOO

### Merits

_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO
_____	OOOOO

### Disciplines

_____	OOOOO
_____	OOOOO
_____	OOOOO

### Flaws

_____
_____
_____
_____
_____
_____
_____
_____

### Main Duties

_____
_____
_____
_____
_____
_____
_____
_____

### Health

OOOOOOOOOO
□□□□□□□□□□

### Willpower

OOOOOOOOOO
□□□□□□□□□□

### Vitae

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### Morality

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) • Note Regnants Clan • Note Regnants Covenant • Choose Family if desired • Disciplines 2 (Two dots from Regnants 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 Morality = 7 • Vitae = d10 roll